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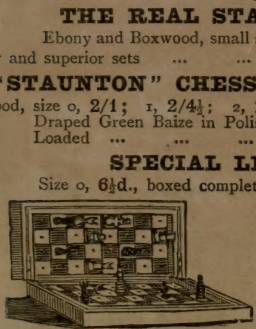

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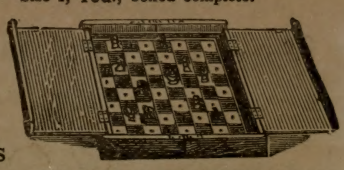

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PREFACE

My aim in arranging this little volume has been to give the chess student the best idea I could of every opening of the game. I have also endeavoured to present to him the methods and tactics of the soundest players, and to place him in a position for appreciating the *raison d'être* of the various *débuts*. In a work of such small compass as this, it is almost impossible to do more. But I have not rested content with the tables which are to be found in most modern chess books. Every variation that appears here has been carefully examined, and I have substituted, both in the text and in the notes, my own views and lines of play. To make the handbook abreast of the times I have included some of the best variations, which have occurred in actual play between chess masters in their most recent encounters. These have never before been included in any chess handbook. I have not thought it necessary to write a general introduction to the subject, but the reader will find that I have dealt synthetically and analytically with each opening separately. The student will also find that the arrangement of the columns is of a kind which will be most helpful to him in learning or in comparing them.

I must not omit here to acknowledge my indebtedness to the works of Steinitz, Bardeleben, Gottschall, Gossip,

Freeborough and Ranken. Their books have served me as a basis in the elaboration of the present handbook.

In conclusion, I trust my readers will find in this little volume the satisfaction which my experience has taught me is not always theirs, even when they have pored over far more elaborate treatises than the one which I here respectfully offer them.

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SYNOPSIS OF

1 P-K4, P-K3 . . . . . .
1 ,, P-QB4 . . . . . .
1 ,, P-Q4 . . . . . .
1 ,, P-K4; 2 B-B4 . . . . . .
1 ,, ,, 2 P-Q4 . . . . . .
1 ,, ,, 2 ,, P×P; 3 P-QB3 . . . . . .
1 ,, ,, 2 QKt-B3. . . . . .
1 ,, ,, 2 ,, QKt-B3; 3 P-B4, P×P; 4 P-Q4 . .
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 Kt-B3, P-KKt4
1 ,, ,, 2 KKt-B3, P-Q3 . . . . . .
1 ,, ,, 2 ,, KKt-B3 . . . . . .
1 ,, ,, 2 ,, QKt-B3; 3 P-B3 . . . . . .
1 ,, ,, 2 ,, ,, 3 P-Q4 . . . . . .
1 ,, ,, 2 ,, ,, 3 B-Kt5 . . . . . .
1 ,, ,, 2 ,, ,, 3 B-B4, Kt-B3. . . . .
1 ,, ,, 2 ,, ,, 3 ,, B-B4; 4 P-B3 . .
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 P-QKt4, B-Kt3
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 ,, B×KtP
1 ,, ,, 2 P-KB4, B-B4, etc. . . . . .
1 ,, ,, 2 ,, P×P, 3 B-B4 . . . . . .
1 ,, ,, 2 ,, ,, 3 KKt-B3, B-K2 . . . .
1 ,, ,, 2 ,, ,, 3 ,, P-KKt4; 4 B-B4, B-Kt2
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 ,, P-Kt5
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 ,, ,,
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 P-KR4, P-Kt5
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 ,, ,,
1 ,, ,, 2 ,, ,, 3 ,, ,, 4 ,, ,,
1 P-KB4 . . . . . .
1 ,, P-K4 . . . . . .
1 P-QB4 . . . . . .
1 KKt-B3. . . . . .
1 P-Q4 . . . . . .
1 ,, P-Q4; 2 P-QB4, P-K3 . . . . . .
1 ,, ,, 2 ,, P×P . . . . . .

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THE FRENCH DEFENCE

1 P-K4, P-K3; 2 P-Q4, P-Q4

It seems almost superfluous to explain that the French Defence is resorted to by players who do not care to face the attack which may result from Black's reply of P-K4. Superiority of one player over another is largely made up of superior experience, and there is, of course, no stage of the game in which superior knowledge does produce such effective and successful results as in the opening part of the game. The reply of P-K3, followed as it is by P-Q4, avoids all the attacks—and they constitute the large majority—which are based on the attack on the weakest spot in the ordinary array of the forces—namely, the KBP. For a long time the players of the close Defence rejoiced. They baffled their opponents by preventing all attacks on the usual lines, and often won games on account of the impatience with which White met the Fabian tactics of his adversary, and which found vent in injudicious assaults on the position of the second player, resulting in damage to the aggressor rather than to the defender. Certain players found it almost impossible to find the proper line of play against the French. We may mention as a notable example Tschigorin, who lost three games against the Author, the latter conducting the French Defence. To these facts the Queen's-side openings owe some of their popularity. A great many players begin with 1 P-Q4 and other similar moves, mainly to avoid having to play against the French. In recent times, however, ways and means have been

found to direct with safety aggressive play against the French Defence, which has deprived this *début* of a great deal of the merit which it formerly had of protecting the second player against attack.

In the new mode of play the principal attack is directed against the King's Rook's Pawn, but at the same time a struggle for position also goes on in the centre or on the Queen's wing. The play on the King's side leads to extremely interesting combinations; in fact, some of the attacks resulting from this treatment of the French Defence are more beautiful and intricate than may be found even in such an attacking opening as the Evans Gambit. This may also serve as an answer to the arguments of many players who lament the fact that the greater soundness of modern play has deprived the game of much of its imaginative character. The contrary is the case. Play is finer now than it ever was before, but far more difficult.

In Variation I. we give a good specimen of the kind of dangerous attack which White may amass, but which Black should try to avoid. *En passant* we may mention that the form of play 9...P-KR4 may also result from many other openings. The sacrifice of the Knight on move 10 in particular is a common form of attack which should be studied by the learner.

In Variation II. there is a partial endeavour made to avoid the tactics in Variation I., which, however, Black may do more safely by not Castling, and proceed to develop on the Q's side.

In Variation III. White proceeds with 4 P-K5, and Black obtains an excellent Defence.

Variation IV., though it is unassuming and simple compared to Variation I., is nevertheless safe and reliable, and may even lend itself to fine complications, an example of which is given in the text.

1 P-K4, P-K3; 2 P-Q4, P-Q4.

	I.	II.	III.	IV.
3	QKt-B3 (1)			P × P
	KKt-B3			P × P
4	B-KKt 5 (2)		P-K5	KKt-B3
	B-K2	B-Kt5 (9)	KKt-Q2	KKt-B3
5	B × Kt (3)	B-Q3(!) (10)	P-KB4	QKt-B3
	B × B	P-KR3 (11)	P-QB4	B-Q3 (13)
6	P-K5	B × Kt	P × P	B-Q3
	B-K2	Q × B	B × P (12)	B-KKt5 (14)
7	Kt-B3 (4)	Kt-B3 —	Q-Kt4	O-O
	O-O (5)	—	P-KKt3	O-O
8	B-Q3		P-KR4	B-KKt5
	Kt-Q2		P-KR4	P-B3
9	P-KR4 (6)		Q-R3	Kt-K2
	P-KB3 (7)		Q-Kt3	B × Kt
10	Kt-KKt5		Kt-B3	P × B
	P × Kt (8)		QKt-B3	QKt-Q2
11	B × Pch		B-Q3	Kt-Kt3
	K × B		Kt-Kt5—	P-KR3
12	P × Pch			B-K3
	K-Kt1			K-R1
13	R-R8ch			Q-Q2
	K × R			Kt-Kt1
14	Q-R5ch			Kt-B5
	K-Kt1			B-B2
15	P-Kt6 and wins			K-R1
				P-KKt3 (15)

[1] Attacking players adopt this move, but there are others, notably Tschigorin, who prefer the simpler continuation, P × P, in which White retains the advantage of the first move, at least.

[2] Stronger, we believe, than P-K5, which exposes White to some danger, owing to his advance in the centre having preceded the development of his pieces.

[3] Here 5 P-K5 is possible, which move is subject to the same remark as Note 2.

[4] In a game Showalter *v.* Lasker, the play continued as follows: 7 Q-Kt4, P-KKt3; 8 P-KR4, P×KR4; 9 Q-B4, P-QB4; 10 P×P, B×BP; 11 Kt-B3, P-R3; 12 O-OO, Q-B-2; 13 P-KKt4; and White has the better game, because if the Black B×the BP, White obtains a strong attack on the K-B file.

[5] Here Black would do better to defer for O-O, and play 7...P-QB4 instead, and proceed with his development as in a Q-side opening, for it is obvious that Black is weak on the K-side, and strong on the Q-side, and *per contra* White's Q-side is weak, and will suffer in the end game by the absence of his Q's B.

[6] The reason for this move is to support the Kt on KKt5, even against P-B3 or P-R3, because if the Kt is taken, White, in most instances, will obtain an equivalent for the piece sacrificed through having his Rook's file open, enabling him to bring his Q on that file, and threaten the KRP. The idea is applicable to many other openings, and should be guarded against.

[7] 9...P-KB4 is better, the game might be continued; 10 P×P *en pas.*, or else he might play 10 P-KKt4.

[8] If 10...P-Kt3; 11 Kt×P, K×Kt, Q-R5ch—.

[9] While we have no doubt that 3...B-Kt5 is not good, we are not quite so sure that Black cannot play 4...B-Kt5 now. If White plays 5 P×P, Q×P, Black gains time by the Q attacking the B; or, if White plays 5 P-K5, P-KR3, etc., will be a sufficient reply.

[10] If 5 P-K5, P-KR3; 6 P×Kt, P×P; 7 P×P, R-Kt 1; without any disadvantage for Black; or if 5 P-K5, P-KR3; 6 B-R4, P-KKt4; 7 P×Kt—, P×B—.

[11] There is danger in 5...P-QB4, on account of 6 P-K5.

[12] 6...QKt-B3 is sometimes played.

[13] We prefer 5...B-K2.

[14] There is not much virtue in this move, as White's intention is to allow the exchange of his K's Kt, and thereby obtain an open file for his R.

[15] Continuation 16 B×RP! P×Kt; 17 R-K-Kt1(!), Q-B3; 18 BKt7ch; Q×B; 19 R×Q and wins. This beautiful play occurred in one of 6 games, played simultaneously and blindfolded by Mr. Blackburne, who conducted the White pieces.

THE SICILIAN DEFENCE

1 P-K4, P-QB4

We can only repeat what we have said regarding previous close openings, that if White contents himself with a steady development, he will thereby derive the best advantage of Black's timid and retarded defence. There is no doubt that the line of play given in Variations I. and II., in connection with Black's move, P-Q3, is the only one that has held its own fairly well. The play here is typical, and we leave off at a point where Black threatens to concentrate a number of pieces, Q, R, and his KB against White's Queen's side. This is a contingency against which White must be on his guard, and which must be attended to before he proceeds to a King's side attack, beginning with P-KB4. Variations III. and IV. are instances of old-fashioned attacks which do not produce any specific results, and are inferior to the line illustrated in Variations I. and II., when White plays steadily for position, devoting his main intention towards preventing P-Q4.

1 P-K4, P-QB4 ; 2 Kt-QB3, Kt-QB3 ; 3 Kt-B3.

	I.	II.	III.	IV.
3	P-KKt3	Kt-B3	P-K3	
4	P-Q4 (1)	P-Q4	P-Q4	
	P × P	P × P	P × P	
5	Kt × P	Kt × P	Kt × P	
	B-Kt2	P-Q3	Kt-B3	B-Kt5
6	B-K3	B-QKt5	KKt-Kt5(4)	Kt × Kt
	Kt-B3	B-Q2	B-Kt5	KtP × Kt
7	B-K2	O-O	Kt-Q6ch(5)	Q-Q4
	O-O	P-KKt3	K-K2	B-B1
8	Q-Q2 (2)	KKt-K2 –	B-KB4	B-K3
	P-Q3	–	P-K4	Kt-B3
9	P-KR3 (3)		Kt-B5ch	B-K2
	B-Q2		K-B1	B-K2
10	O-O		B-Q2	P-K5
	R-B1		P-Q3	Kt-Q4
11	QR-Q1 –		Kt-Kt3 –	Kt × Kt –
	Q-R4 –		B-K3 –	BP × Kt –

[1] 4 B-B4, B-Kt2 ; 5 O-O, P-Q3 ; 6 P-Q3, Kt-B3 ; 7 P-KR3, O-O ; 8 B K3, P-QR3 is not unfavourable for Black.

[2] With a double object of being able to play R-Q1, thereby keeping up a pressure on the Q'sP, and preventing the moving of the K'sP, and likewise for the purpose of being able to support a K's side attack by B-R6.

[3] By preventing Kt-Kt5 and the exchange of the B, White consolidates his centre position.

[4] If 6 Kt × Kt, KtP × Kt ; 7 P-K5, Kt-Q4 ; 8 Kt-K4, P-KB4 ; 9 Kt-Q6ch, B × Kt ; 10 P × B, O-O ; 11 B-K2, P-K4 ; 12 O-O—, K-R1—.

[5] Or 7 P-QR3, B × Ktch ; 8 Kt × B, O-O, which, perhaps, is preferable, as White derives no lasting good from his attack.

THE CENTRE COUNTER GAMBIT

1 P-K4, P-Q4; 2 P × P, Kt-KB3

THIS has been tried on many occasions, and as far as actual practice goes the number of failures largely exceed the number of successes at this Defence.

In late practice Black has resorted to the expedient of playing 2 KKt-B3. If White attempts to defend the P by P-QB4 it will readily be seen that Black obtains an attack at once, and should be able to recover his Pawn later on. White's best reply is 3 P-Q4 as in Variations I. and II., where, after a few moves, a similar position is arrived at as occurs in the case where Black plays on the 2nd move Q × P.

Variations III. and IV. show the play following White's 3rd move, B-Kt5ch. Generally speaking we can only endorse our remarks relating to other close openings, and the best procedure for White is steady play, directed mainly towards preventing Black from mending any little weaknesses in his development, and in course of time these weaknesses will become more pronounced and bring about their own punishment.

1 P-K4, P-Q4; 2 P×P, Kt-KB3 (1).

	I.	II.	III.	IV.
3	P-Q4 (2)		B-Kt5ch	
	Q×P	Kt×P	B-Q2	
4	Kt-QB3	P-QB4	B-B4	
	Q-QR4	Kt-KB3	P-QKt4	
5	Kt-B3	Kt-QB3	B-Kt3	
	P-B3	B-KB4	B-Kt5	P-QR4
6	Kt-K5	Kt-B3	P-KB3	P-QR3
	QKt-Q2	P-K3	B-B4	B-Kt5
7	Kt-B4	B-K3–	Q-K2	P-KB3
	Q-Q1 (3)	B-K2–	P-QR3	B-B1
8	B-B4		P-QB4	Kt-B3
	Kt-Q4		P-B3	B-R3
9	B-Kt3		Kt-B3	P-Q3
	QKt-B3		P-Kt5	P-Kt5
10	B-Q3		Kt-R4	P×P
	Kt×Kt		P×P	P×P
11	P×Kt–		P×P–	Kt-R2–
	Kt-Q4–		R-R2–	B-Kt2–

[1] This move is adopted by players of an active style instead of Q×P.

[2] This is best, though White can defend the Pawn by 3 P-QB4. Black would obtain an equivalent by a superior development of his forces, *i.e.* 3 P-QB4, P-QB3; 4 P×P, Kt×P; 5 Kt-KB3, P-K4; 6 P-Q3, B-KB4; 7 B-K2, Q-B2; 8 O-O–, O-O-O–.

[3] Q-B2 would be no better, as White, by playing Q-B3 and B-B4, would compel the retirement of Black's Q.

PHILIDOR'S DEFENCE

1 P-K4, P-K4; 2 KKt-B3, P-Q3

We have never taken kindly to this opening, but personal dislike does not of necessity condemn the opening, but still we may say that if we wished to adopt a close defence, we should prefer a French or certain variations in the Sicilian Defence.

In Variations I., II. we show that it is not safe for Black to enter on a counter attack by P-KB4 at too early a stage.

These Variations are worthy of study, as there is some resemblance between them and the Defence of P-KB4 in the Ruy Lopez.

In Variations III., IV. is given P-Q4, the most usual continuation.

From the remaining Variations it will be seen that in 3 B-B4 White has a reliable move at his disposal. Of course in this, as in other close Defences, it is useful to know certain acknowledged lines of play, but, generally speaking, the player (White) who contents himself with developing all his forces and awaits for his superior development and gradual advance to tell on his opponent's position is the person who will benefit to a greater extent by the cramped nature of Black's game than a player who attempts by immediate, and in most cases premature, attacks to harass his opponent.

1 P-K4, P-K4; 2 KKt-B3, P-Q3.

	I.	II.	III.	IV.
3	P-Q4 (1) P-KB4		P × P Kt × P	
4	B-B4 P × KP		Kt-KB3 Kt-QB3	
5	Kt × P P × Kt (?)	P-Q4 Q-R5ch	B-K2 B-Q3	P-KB4
6	Q-R5ch K-Q2	P-Kt3 Kt × P	O-O O-O	O-O B-K2
7	Q-B5ch K-B3	Kt-KB3 Q-K5ch	P-Q4 P-K5	P-QB4 Kt-KB3
8	Q × P(K5) P-QR3	B-K2 Kt × R	Kt-Kt5 P-KB4	Kt-QB3 O-O
9	P-Q5ch K-Kt3	P × B Kt-B3	P-QB4 Kt-B5—	Q-Kt3 K-R1—
10	B-K3ch B-B4 (2)	Kt-B3 Q-KKt5	B × Kt	B-KKt5—
11	B × Bch K × B (3)	Kt × P		
12		O-O B-K3		
13		R-Q1—		

[1] If B-B4 followed on the 4th move by P-Q4, the same position is brought about.

[2] If P-B4; 11 P × P *en pas.* ch. K × P; 12 Kt-B3, B-Q3; 13 B-Kt5ch, P × B; 14 Q × KtPch, K-B2; 15 Kt-Q5 mate.

[3] Continued 12 P-Q Kt4ch, K × P (K × B leads to a mate in four moves by Q × Pch followed by P-QR4ch, etc.); 13 Kt-Q2, P-QKt4; 14 R-Kt1ch, KR4; 15 Q-Q4, Q-Q3; 16 Kt-Kt3ch and mates in a few moves.

1 P-K4, P-K4 ; 2 KKt-B3, P-Q3.

	V.	VI.	VII.	VIII.
3	B-B4 / B-K2	KKt-B3	B-K3	P-QB3
4	P-B3 / P-QB3	Kt-Kt5 / P-Q4	B × B / P × B	P-Q4 / P-Q4
5	O-O / Kt-B3	P × P / Kt × P	P-B3 / QKt-B3	P × QP / P-K5
6	P-Q3 / O-O	P-Q4 / P × P	Q-Kt3 / Q-B1	Kt-K5 / P × P
7	B-Kt3 / B-Kt5	Q-B3 / Q-K2ch	O-O / Kt-B3	B-Kt5ch / B-Q2
8	P-KR3— / B-R4—	K-Q1—	Kt-Kt5 / Kt-Q1	Q-R5 / P-Kt3
9			P-Q3— / B-K2	Kt × KtP / BP × Kt
10				Q-K5ch / K-B2
11				Q × Pch / K-Kt2
12				Q × KtP / Q-Kt3
13				Q × R / B × B (4)

[4] Continued 14 Q × KP, Kt-KB3 ; 15 Q-R4—.

PETROFF'S DEFENCE

1 P-K4, P-K4 ; 2 KKt-B3, KKt-B3

As will be seen from Variations I., II., III., which contain the main play, White's third move P-Q4 is superior to Kt × P. The best that can be said for Black is that as in Variation I. he obtains a position analogous to the French, but with one or two moves behind. The only difference is, that Black limits to a very narrow scope White's choice of attack. By playing the Petroff he avoids the more dangerous variations in the French, but the sacrifice of time is serious.

Variations II. and III. are not good for the Defence. In Variations IV. and V. White resorts to 3 Kt × P instead of P-Q4, and here Black is enabled to obtain equality in position. Variations VI., VII., and VIII., containing the move 3 B-B4, leads to ingenious attacks, but as shown in Variation VIII. Black has an effective way of meeting this line of play.

1 P-K4, P-K4; 2 KKt-B3, KKt-B3.

	I.	II.	III.	IV.
3	P-Q4			Kt × P
	Kt × P	P × P (2)		P-Q3
4	B-Q3	P-K5		KKt-B3
	P-Q4	Kt-K5		Kt × P
5	Kt × P	Q-K2		P-Q4
	Kt-KB3 (1)	Kt-B4	B-Kt5ch	P-Q4
6		Kt × P	K-Q1	B-Q3
		B-K2	P-Q4 (3)	B-K2
7		QKt-B3	P × P *en pas.*	O-O
		Kt-K3	P-KB4	O-O (5)
8		Kt × Kt	P × P	
		QP × Kt	Q × P	
9		Q-Kt4—	Kt × P	
		P-Kt3	O-O	
10			P-KB3	
			R-Q1	
11			P-B3 (4)	

[1] This is the best move at his disposal, as generally speaking Black's Knight becomes untenable on K5 on account of White's attack against it by P-QB4, etc., and brings about a position of the French Defence where Black has lost a move. Black's alternative moves B-Q3, or B-K3, or P-QB4, do not yield any better Defence.

[2] If B-K2, 4B-Q3.

[3] If Kt-B4, 7 B-Kt5—.

[4] White with care should be able to maintain his superiority. If Black play B × P; 12 Q-B4ch, Q × Q; 13 B × Qch, K-Rsq; 14 P × B, Kt-B7ch; 15 K-K2, Kt × R, and White should have no difficulty in capturing the Knight and remaining with 2 pieces for the Rook.

1 P-K4, P-K4; 2 KKt-B3, KKt-B3.

	V.	VI.	VII.	VIII.
3	Kt × P	B-B4		
	Q-K2	Kt × P		
4	KKt-B3	Kt-B3 (6)		
	Kt × P	Kt × Kt (7)		
5	B-K2	QP × Kt		
	P-Q4	P-Q3		P-B3
6	O-O	Kt × P		O-O
	Q-Q3	Q-K2		Q-K2
7	R-K1 –	B × Pch		R-K1
	B-K2 –	K-Q1		P-Q3
8		O-O		Kt-R4
		Kt-Q2	Q × Kt	B-K3 –
9		Kt × Kt	R-K1	
		Q × B	Q-B3	
10		Kt-K5	R-K8ch	
		Q-B4	K-Q2	
11		R-K1	Q-Kt4ch	
		B-K3	K-B3 (8)	
12		Kt-B3 –		
		Q-Kt3		

[5] It will be at once seen that the position is analogous to a French Defence.

[6] If Q-K2 Black obtains an advantage by P-Q4; 5 Kt × P, B-K3; 6 P-Q3, Kt × P; 7 B-Kt5ch, P-B3; 8 K × Kt, Q-Kt3ch, or if White in this variation continues 6 B-Kt3, Q-Kt4 –

[7] QKt-B3 equalizes the game.

[8] Continued 12 B-Q5ch, K × B; 13 Q-K4ch, K-B4; 14 B K3ch, K-Kt4; 15 P-R4ch and mates in two.

THE QUEEN'S BISHOP'S PAWN OPENING

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-B3

The attack in this opening, though dangerous to an inexperienced player, is not of a lasting nature. Black has two good Defences, 3 P-Q4 or 3 K Kt-B3. If Black defends with 3 P-Q4, White may play 4 Q-R4 as in Variation I., to which Black's reply P-KB3 advocated by Steinitz is the best, or he may play 4 B-Kt5, as shown in Variation II., when Black must adopt a different mode of defence by 4 P × P. Variation III. and IV. show the play resulting from Black's move, 3 Kt-B3.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-B3.

	I.	II.	III.	IV.
3	P-Q4		Kt-B3 (2)	
4	Q-R4	B-Kt5	P-Q4	
	P-B3	P × P	Kt × KP	P-Q4
5	B-Kt5	Kt × P	P-Q5	B-QKt5
	KKtK2	Q-Q4	Kt-QKt1	Kt × KP
6	P × P	Q-R4	B-Q3	Kt × P
	Q × P	KKt-K2 (1)	Kt-KB3	B-Q2
7	O-O	Kt × Kt	Kt × P	Kt × B
	B-Q2	Kt × Kt	B-B4	Q × Kt
8	P-Q4	O-O	O-O	O-O
	P × P	B-Q2	O-O	Kt-Q3
9	P × P	R-K1	P-QKt4	B × Kt
	Kt-K4	O-O-O	P-Q3	Q × B
10	B × Bch —	R × P	Kt-B4 —	R-K1ch
	Q × B —	P-QR3	B-Kt3 —	B-K2
11		B-B1		Q-K2 —
		Kt-Kt5 —		O-O —

[1] If Black plays Q × Kt, a move which gives promise of an attack at the expense of the exchange, the game proceeds 7 B × Ktch, P × B, 8 Q × Pch, K-Q1 9 Q × R, B-B4, and here, if White castles, he ought to lose. If, however, he plays 10 Kt-R3, he should be able to defend himself, though Black's attack will remain for a considerable time very strong, and might even be preferred by a player of an attacking style.

[2] If P-B4 (the Counter Gambit); 4 P-Q4, P × KP; 5 Kt × P, Kt-B3; 6 B-QKt5, B-Q3, with a game that can be defended.

THE SCOTCH GAMBIT

1 P-K4, P-K4 ; 2 KKt-B3, QKt-B3 ; 3 P-Q4, P × P

THE attacks in this opening are rather interesting, but can all be met by the Defence in a satisfactory manner, the result being that White loses that command over his game which it is necessary for the first player to have, and for this reason the Scotch Gambit is seldom adopted by the best players, who prefer lines of play in which the opening moves are of an uncompromising character, and merely form the first stage of a subtle struggle for position. We have given three forms of this opening ; the first arising from 4 Kt × P, B-B4 comprises eight variations.

Nos. I., II. show how 7 Q-Q2, formerly considered formidable, can be met in an interesting way.

No. III. completely answers the move 7 B-K2.

Nos. IV., V. applies to 7 B-B4, a move which requires care.

No. VI. shows how Black can equalize the game in reply to White 7 B-QKt5.

Nos. VII. and VIII. contain the Defences of Steinitz, which lead to a line of play not of an inviting character.

The so-called German Defence, which was first brought into prominent notice in this country through the first match between Zukertort and Blackburne, consists of Black playing 4 . . . . Kt-B3. Some very interesting positions result from this defence, which represents in a peculiar

manner the special faculty possessed by the late Dr. Zukertort to cope successfully with complicated developments in the Openings. Variations IX. to XII. give four specimens of this *début*.

In Variations XIII. to XVI. we examine the old form of attack 4 B-QB4. This may also lead to the Danish Gambit if Black cares to take all the proffered Pawns, but he need not do that, and he should have no difficulty in at least equalizing the game as shown in Variation XVI., or obtaining a superior position as in Variation XIV.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 P-Q4, P × P; 4 Kt × P, B-B4 (1); 5 B-K3 (2), Q-B3; 6 P-QB3, KKt-K2.

	I.	II.	III.	IV.
7	Q-Q2		B-K2	B-B4
	P-Q4 (3)		P-Q4	Kt-K4 (7)
8	Kt-Kt5		B-B3	B-K2
	B × B		P × P	P-Q4
9	Q × B		B × P	P-KB4
	O-O		B × Kt	Kt-Kt5
10	Kt × BP		P × B	B × Kt
	R-Kt1		O-O—	Q-R5ch
11	P × P	Kt × P		P-Kt3
	Kt-B4	Kt × Kt		Q × B
12	Q-QB5 (4)	P × Kt		Q × Q
	Q-K4ch	Kt-Kt5		B × Q
13	B-K2	P × Kt (5)		P-K5
	Q × Kt	Q × KtP		O-O-O—
14	P × Kt	Q-QB3		
	P × P—	R-K1ch (6)		

[1] This is the best Defence.

[2] 5 Kt-B5 would not be good here, the move comes under the category of a premature attack, *i.e.* 5 Kt-B5, P-Q4; 6 Kt × Pch, K-B1; 7 Kt-R5, Q-R5—.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 P-Q4, P×P; 4 Kt×P.

	V.	VI.	VII.	VIII.
4	B-B4			Q-R5
5	B-K3 / Q-B3		Q-K2 (11)	Kt-KB3 / Q×KPch
6	P-QB3 / KKt-K2		QKt-B3 / B×Kt	B-K2 / B-Kt5ch
7	B-B4 / O-O	B-QKt5 / O-O	B×B / Kt-B3	P-B3 / B-B4
8	O-O / Kt-K4	O-O (8) / B×Kt	B×Kt / Q×B	O-O / Kt-B3
9	B-K2 / P-Q3	P×B / P-Q4	Kt-Q5 / Q-Q1	P-QKt4 / B-Kt3
10	Kt-Q2 / B-Q2	Kt-B3 (9) / P×P	B-Q3— / Kt-K2—	B-Q3 / Q-Kt5
11	P-KB4— / Kt-Kt3—	Kt×P—(10) / Q-Kt3—		P-KR3 / Q-R4 / R-K1ch—

[3] PKR3, or P-Q3, or P-QR3 are unnecessary here. Black can, however, Castle with perfect safety, as by transposition of moves it leads to the same Variation as in the text.

[4] Q-K2 blocks the Bishop. Black would meet that by Q-Q1.

[5] Q-Q2 is better play.

[6] In this Variation play might be continued 15 K-Q1, Q×BP; 16 P-KR3, B-B4, and White has no good Defence against QR-B1, which is threatened. If 17 Q-Q2, R-K8ch; 18 Q×R, Q-B7 mate; or if 17 Kt-R3, QR-B1; 18 B-B4, R-K6; 19 Q-Q2, Q-Kt6—.

[7] If Q-Kt3, White obtains an advantage 8 Kt×Kt, Q×Kt; 9 B×Pch, K×B; 10 Q-R5ch, P-Kt3; 11 Q×B, Q×P; 12 O-O, Q-B3; 13 Q-K5—.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 P-Q4, P×P; 4 Kt×P.

	IX.	X.	XI.	XII.
4	Kt-B3			
5	QKtB3 / B-Kt5		Kt×Kt / KtP×Kt	
6	Kt×Kt / KtP×Kt		B-Q3 / P-Q4	P-K5 / Q-K2
7	Q-Q4 / Q-K2		P×P / P×P	Q-K2 / Kt-Q4
8	P-B3 / P-QB4	P-Q4	O-O– / –	P-QB4 / Kt-Kt3
9	Q-B2 / P-Q4	B-KKt5 / P-B4		B-KB4 / B-R3
10	B-Kt5ch / K-B1	B-Kt5ch / K-B1		Kt-Q2 / Q-Kt5
11	B-B6 / QR-Kt1	Q-Q3 (12)		O-O-O / R-QKt1
12	O-O–			P-QR3 / Q-R4–

[8] If 8 Kt×Kt, KtP×Kt; 9 B×B, P×B, with an even game.

[9] If 10 P-K5, Q-Kt3–.

[10] If 11 P-Q5, R-Q1.

[11] Recommended by Steinitz.

[12] If Black continues P-Q5, 12 O-O-O– ; or if 11 P×P; 12 P×P, Q×Pch; 13 Q×Q, Kt×Q; 14 B-B6, Kt×Kt; 15 B×R, Kt-K5ch; 16 P-B3–.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 P-Q4, P × P; 4 B-QB4.

	XIII.	XIV.	XV.	XVI.
4	B-Kt5ch		B-B4	
5	P-B3		O-O	P-B3
	P × P		P-Q3	P-Q6 (!)(15)
6	O-O		P-B3	P-QKt4
	P × P	Q-B3	B-KKt5	B-Kt3
7	QB × P	P-K5	Q-Kt3	Q-Kt3
	Kt-B3 (13)	P × P	B × Kt	Q-K2
8	Kt-Kt5	QB × P	B × P(ch)	O-O
	O-O	Q-Kt3	K-B1	P-Q3
9	P-K5	Kt-B3	B × Kt	P-QR4
	P-Q4 (14)	KKt-K2	R × B	P-QR3
10	P × Kt	Kt-K2	P × B	B-KKt5
	P × B	P-Q4	P-KKt4—	Kt-B3
11	Q-R5	B × P		QKt-Q2—
	P-KR3	Kt × B		O-O—
12	P × P—	Q × Kt		
		O-O—		

[13] The "Modern Chess Instructor" gives 7 P-KB3; 8 Q-Kt3, Kt-R3; 9 P-K5, P × P; 10 Kt × P, Q-K2; 11 Kt × Kt, KtP × Kt; 12 B × P—.

[14] If Black replies Kt-K1, or Kt-Q4; 10 Q-R5 wins. If Black plays 9 Kt × P; 10 B × Kt, P-Q4; 11 B-K2, and it will require very careful play on the part of White to manœuvre against Black's Pawns on the Queen's side.

[15] If Kt-B3, White may branch into the opening of the fourth game of the Steinitz-Lasker match by playing 6 P-K5, P-Q4; 7 B-QKt5, Kt-K5; 8 P × P, etc. If 5 P × P, White replies 6 B × Pch, etc.

THE RUY LOPEZ

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-Kt5

THIS *début* is practised to a greater extent than any other opening. The Defences we have examined are, firstly, 3...P-QR3 as in Variations I., II., III. and IV.; secondly, 3...Kt-B3 as in Variations V., VI., VII., and VIII.; thirdly, 3...P-Q3 as in Variations IX. and X., and fourthly, 3...P-B4 as in Variations XI. and XII. Our readers will pardon the digression if we here tell them a little story. The late player Kolisch was once introduced to a spiritualistic séance; the following was the question put by him to the spirit through a medium of a slate: What is the best Defence to Morphy's 9th move in the Evans Gambit (9 Kt-B3). Needless to say the spirit did not reply. If a spirit cannot decide such questions, I hope we shall not be expected to decide a similar question in this opening, viz., what is the best Defence. For not only are we not spiritual, but we have also too great experience and, contrary to some fellow-authors, we know that we do not know. We have seen Morphy and Andersen favour the 3...P-QR3 Defence, and we have seen Zukertort abandon that move for the 3...Kt-KB3 Defence; then again we have seen Steinitz decry both and recommend the 3...P-Q3 Defence, which recommendation was based on a very elaborate and from his point of view an able analysis in Part I. of his modern "Chess Instructor." So great was his influence that the 3...P-Q3 Defence soon became general, but, lo and behold, Steinitz adopted this defence against Lasker and the result was a grievous and egregious failure. So much so that in the last Ruy Lopez game played in the match Steinitz forsook his cherished

Defence in favour of 3...P-QR3, and proved himself brilliantly successful with it. We may, therefore, say, with due diffidence, that we think 3...P-QR3 a fairly reliable Defence, requiring, however, the greatest care, when White contents himself with P-Q3, which is less showy but more tenacious than P-Q4. The Defence of 3...Kt-KB3 would also seem fairly good, were it not the play in Variation VI. arising out of White's move 6 Q-K2, which we do not consider satisfactory for Black. The 3...P-Q3 Defence, although under a cloud for the time being, should, like the best play in the "Philidor," enable a careful second player to draw the game. The same may also perhaps be said of the Defence 3...P-KB4, which has been so enthusiastically advocated by Mr. Reeves.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-Kt5, P-QR3 (1) 4 B-R4 (2) Kt B3.

	I.	II.	III.	IV.
5	P-Q4	O-O	P-Q3	Kt-B3
	P × P (3)	Kt × P	P-QKt4	B-K2 (11)
6	O-O (4)	P-Q4	B-Kt3	B-Kt3
	B-K2	P-QKt4 (7)	B-K2	P-Q3
7	P-K5	B-Kt3	P-B3	P-Q4
	Kt-K5	P-Q4	P-Q4	B-Kt5
8	Kt × P	P × P	Q-K2	B-K3
	O-O (5)	Kt-K2 (8)	P × P	B × Kt
9	Kt-B5	R-K1 (9)	P × P –	P × B
	P-Q4	Kt-QB4(10)	O-O –	P × P
10	P × P *en pas.*	Kt-Q4		QB × P
	B × Kt	Kt-K3		Kt × B
11	B × Kt – (6)	P-QB3 –		Q × Kt –
	Kt × QP –	P-QB4 –		Q-Q2

1 P-K4, P-K4; 2 KKt-F3, QKt-B3; 3 B-Kt5, Kt-B3.

	V.	VI.	VII.	VIII.
4	O-O		P-Q4	P-Q3
	Kt×P		P×P (17)	P-Q3
5	P-Q4		P-K5	P-B3
	B-K2		Kt-K5	B-Q2
6	R-K1	Q-K2 (15)	O-O	QKt-Q2
	Kt-Q3 (12)	Kt-Q3	B-K2	P-KKt3
7	P×P (13)	B×Kt	Kt×P	B-R4
	Kt×B	KtP×B	O-O	B-Kt2 (21)
8	P-QR4	P×P	Kt-B5 (18)	Kt-B4
	KKt-Q5(14)	Kt-Kt2	P-Q4	O-O
9	Kt×Kt	Kt-Q4	Kt×Bch(19)	Kt-K3
	O-O	O-O	Kt×Kt	Kt-K2
10	Kt-QB3—	R-Q1	P-KB3	B-Kt3
	P-B3—	Q-K1	P-QB3	P-B3
11		Kt-QB3	P×Kt	P-KR4
		P-B3 (16)	Q-Kt3ch	Q-B2 (22)
12			K-R1	
			Q×B (20)	

[1] Played with success by Steinitz against Lasker.

[2] Some strong players take the Knight, but it leads to no good result.

[3] If 5...QKt×P; 6 Kt×Kt, P×Kt; 7 P-K5, Kt-K5; 8 Q×P, Kt-B4; 9 B-Kt3, Kt×B; 10 RP×Kt, B-K2; 11 B-B4, etc.

[4] If 6 P-K5, Kt-K5; 7 O-O, Kt-B4 ! 8 B×Kt, QP×B; 9 Kt×P, B-K2; 10 QKt-B3, O-O; 11 B-K3, P-B3; 12 P×P, R×P; 13 Q-K2, RKt3—

[5] Better than 8...Kt×Kt or Kt-B4, *i.e.* 8...Kt-B4; 9 Kt-B5, Kt×B (O-O is better); 10 Kt×Pch, K-B1; 11 B-R6, K-Kt1; 12 Kt-B5, Kt×KP; 13 R-K1, P-Q3; 14 R×Kt, and wins.

[6] Or 11 P×B, QKt×P—

[7] Better than 6...P×P or P-Q4.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-Kt5.

	IX.	X.	XI.	XII.
3	P-Q3		P-B4	
4	Kt-B3 (23)	P-Q4	P-Q4	P-Q3
	Kt-B3	P × P (24)	P × QP (25)	P × P
5	P-Q4	Kt × P	P-K5	P × P
	P × P	B-Q2	B-B4	P-Q3
6	Kt × P	B × Kt	O-O	B-B4
	B-Q2	P × B	KKt-K2	B-Kt5
7	B-Kt5	O-O	P-B3	Kt-B3
	B-K2	P-Kt3	P × P	Kt-B3
8	O-O –	P-KB4	Q-Kt3	B-K3
	O-O—	B-Kt2	P × P	Q-Q2
9		QKt-B3	B × P	P-QR3
		P-B4	P-QR3	P-QR3
10		Kt-B3 –	Kt-Kt5	Q-Q2 –
		Kt-K2 –	R-B1	B-K3 –
11			B-B4 –	

[8] Specially recommended by Steinitz.

[9] If 9 Kt-Kt5, Kt × Kt; 10 B × Kt, P-QB3; 11 P-QR4, B-K3—.

[10] R × Kt is threatened.

[11] Better than B-Kt5.

[12] If 6...P-Q4; 7 P-QB4—or 7 Kt × P—.

[13] If 7 B × Kt, QP × B; 8 P × P, Kt-B4, etc.

[14] Better than 8...P-Q3, or Kt × P.

[15] This move, we think, gives White a small advantage, and the variation arising from it constitutes the main objection to the 3...Kt-B3 defence.

[16] And the books declare the position to be even. But we do not think it is all smooth sailing, as White may vary his move and initiate a dangerous attack on the King's side at an opportune moment by KKt-B5 in conjunction with B-R6, etc., which has to be guarded against. In most cases P-KB3 for Black will help to break the attack; or, of course, P-Q4, if a favourable opportunity presents itself. Black would not do well by playing Kt-B4 and Kt-K3 too soon, as he must be prepared to play his Queen's Pawn at any time to guard against an attack by Q-Kt4 and Kt-B5.

[17] If 4...KKt×P; 5 O-O, B-K2; 6 Q—K2, and we have the position dealt with as in the previous Variation. The same would also happen if 4...B-K2; 5 O-O, KKt×P, 6 Q—K2, etc.

[18] Again the position is the same as in our Variation I., although the moves have been transposed, the only difference being that in Variation I. the B is on R4.

[19] Or 9 P×P *en pas.*, B×Kt; 10 B×Kt, Kt×QP, etc., as in Variation I.

[20] Continued 13 Kt-B3, Q-B4; 14 B-Kt5, P-Q5; 15 B×Kt, Q×B; 16 Q×P, R-K1; 17 Q-B2, B-Kt5; 18 Q-Kt3, B-R4—.

[21] Steinitz prefers the 6th and 7th moves transposed for White.

[22] Continued as in game 2, match Steinitz *v.* Lasker. 12 Kt-Kt5, P-Q4; 13 P-B3, QR-Q1; 14 P-Kt4, P×P; 15 BP×P, P-KR3; 16 Q-B3, B-K1; 17 B-B2, Kt-Q2; 18 Kt-R3, Kt-QB4; 19 Kt-B2, P-QKt4; 20 P-Kt5, P-KR4; 21 Kt-B5, and White won.

[23] If 4 P-Q3, P-B4 White obtains a better game by 5 B-B4.

[24] If 4...B-Q2; 5 Kt-B3, KKt-K2; 6 P×P, P×P; 7 B-Kt5, P-B3; 8 B-K3, Kt-B1 as in the cable game, Liverpool Chess Club *v.* Steinitz.

[25] This is not good. The correct continuation is 4...P×KP; 5B×Kt, QP×B; Kt×P.

THE TWO KNIGHTS' DEFENCE

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3, B-B4, Kt-B3

BLACK by giving up a Pawn deprives White of the advantage of the 1st move, and obtains a sound, substantial Counter attack. White may at the outset simplify the game and avoid the Counter attack by treating it in Giuoco Pianissimo fashion by playing 4 P-Q3, which certainly is safest. Furthermore, as shown in Variations I., II., III., the opening may be treated somewhat after the manner of Giuoco Piano, with much the same results. If, however, White follows up the attack by 4 Kt-Kt5, we cannot say with any degree of confidence that he ought to do well either in the Variation when Black gives up a Pawn, or even in the play formerly considered irresistible where White on the 6th move plays Kt × KBP. In Variation IV. we have what seems to us rather a favourable line of play, viz.: 4 Kt-Kt5, P-Q4; 5 P × P, Kt × P; 6 Q-B3, which, we think, is satisfactory. In Variation VI., VII. Black obtains good games by the excellent move 10 B-Q3. Variation VIII. is very interesting, as Black's move, 12 Q-Q1, is rather difficult to meet, though in Variation IX. we carry out 13 Kt-B3 in a satisfactory manner, yet the position is so full of possibilities, we only advance this move in a tentative way. Variation X. exemplifies the sacrifice of the Knight by White following 4 Kt-Kt5,

P-Q4 ; 5 P × P, Kt × P ; 6 Kt × BP. As will be seen, 9 P-QKt4 gives Black a good Defence, whereas the line of play adopted by Black in Variations XI. and XII. makes the sacrifice of the piece more profitable to White.

1 P-K4, P-K4 ; 2 KKt-B3, QKt-B3 ; 3 B-B4, Kt-B3.

	I.	II.	III.	IV.
4	Kt-B3	P-Q4		Kt-Kt5
	Kt × P	P × P		P-Q4 (4)
5	Kt × Kt (1)	O O	P-K5	P × P
	P-Q4	Kt × P	P-Q4	Kt × P
6	B-Kt5 (2)	R-K1	KB-QKt5	Q-B3
	P × Kt	P-Q4	Kt-K5	Q × Kt
7	Kt × P	B × P	Kt × P	B × Kt
	Q-Q4	Q × B	B-Q2	Kt-Q1
8	B × Ktch.	Kt-B3	B × Kt	O-O —
	P × B	Q-Q1	P × B	
9	Kt-Kt4	R × Ktch	O-O	
	B-R3	B-K2	P-QB4	
10	Kt-K3	Kt × P	KKt-B3	
	Q-Q5	P-KB4	B-K3	
11	P-KB3	R-B4	Q-K2	
	B-B4	O-O	P-QB3	
12	P × P	Kt × Kt —	P-QB3 —	
	O-O (3)	Q × Qch —	B-K2 —	

[1] White fails to do any good by the following line of play: 6 B × Pch K × B, 7 Kt × Kt P-Q4, and Black, in spite of the position of his King, should obtain a better development; the same position may be arrived at in various ways and with slight alteration in the Bishop's opening, Giuoco Piano and Four Knights.

1 P-K4, P-K4 ; 2 KKt-B3, QKt-B3 ; 3 B-B4, Kt-B3 ; 4 Kt-Kt5, P-Q4.

	V.	VI.	VII.	VIII.
5	P × P	QKt-R4		
	Kt × P	B-Kt5ch		
6	Q-R5	P-B3		
	P-KKt3	P × P		
7	Q-B3	P × P		
	Q × Kt	B-K2 (5)		
8	B × Kt	P-KR3		
	Kt-Q1	KKt-B3 (6)		
9	Kt-B3	P-K5		
	Q-K2	Kt-K5		
10	P-Q3	B-Q3		Q-Q5
	B-Kt2—	P-KB4 (7)		P-KB4 (9)
11		Q-B2	P-KKt4	KB-QB4
		P-Q4	P-Q4	R-B1
12		P-KKt4	P × BP (8)	Q-Q1
		O-O		P-B3
13		Kt-Q4		Kt-Q4
		B-R5		P-Q4
14		R-R2		Q-R5ch(10)
		Q-K1—		
15				

[2] The play resulting from this move is not very favourable to White, who would do better by 6 B × P, Q × B ; 7 Kt-B3.

[3] In a game Seymour and Steinitz, White continued, 13 P-Q3, P-KB4 ; 14 QB3, QR-K1—.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-B4, Kt-B3; 4 Kt-Kt5, P-Q4.

	IX.	X.	XI.	XII.
5	P × P			
	QKt-R4	Kt × P		
6	B-Kt5ch	Kt × BP		
	P-B3	K × Kt		
7	P × P	Q-B3ch		
	P × P	K-K3		
8	B-K2	Kt-B3		Kt-K2
	P-KR3	Kt-Kt5		P-Q4
9	KKt-B3	Q-K4	P-B3 (15)	P-B3
	P-K5	P-QKt4 !	P-QR3	B-KKt5
10	Kt-K5	B-Kt3 (11)	Kt-R3	P-KR3
	Q-Q5	P-B4	P-Q4	B-R4
11	P-KB4	P-Q3 (12)	Q-Q3	P-KKt4
	KB-QB4	B-Kt2	P-B4	B-Kt3
12	R-B1	P-KB4 (13)	P-QKt4	B-Kt2
	Q-Q1	P-B5	B-Kt3	P × P
13	Kt-B3	P × BP	B-Kt2	B × P
	Kt-Q4	Kt × Kt (14)	BP × P (16)	Q-K2 (17)
14	Kt × P			
	Q-R5ch			
15	P-Kt3			
	Q × RP			
16	B-B3 —			

[4] If Black plays Kt × P, White must not play 5 Kt × BP, as Black would win by Q-R5. 5 Kt × Kt also would not be favourable. The right play is 5 B × Pch., K-K2; 6 P-Q4 (not P-Q3, and White obtains the better game).

[5] B-R4 is bad. B-Q3 has been attempted principally by Gunsberg *v.* Tschigorin, and Gunsberg *v.* Lasker, with a result which was not encouraging.

[6] To Kt-R3, advocated by Steinitz, our previous remarks apply equally.

[7] Another line of play is 11 Kt-B4, which, however, would result to Black's advantage, *i.e.* 11 Kt-B4, Kt × Kt; 12 B × Kt, Kt-Kt5; 13 Q-K2, O-O; 14 P-KR3, Q-R5.

[8] This line of play for Black is recommended by Mr. Steinitz in his modern "Chess Instructor": the alleged unsatisfactory outcome of the play in this Variation for White is advanced by him as the reason of attempting the novel move of Kt-R3 on the 9th move. Mr. Steinitz continues: 13 B × P, Kt-Q4; 14 Q-Q2, Q-Kt3; and now he gives 15 P-QKt3, P-K6, and Black wins: but White is in no way in such a hopeless plight as he would wish us to believe. Some excellent play might be obtained from the following continuation: 15 P-B4, Kt × B (!); 16 Q × KKt, Q × KtP; 17 Q × KP, B-K3; 18 O-O, Q × R; 19 Kt × KBP, K-Q2; 20 Kt × B, K × Kt; 21 Q-K5ch, K-Q2; 22 B-Kt4, and wins. Black has, of course, a large selection of moves, notably 17 Castles, but probably White should win sufficient for the Rook in any case to make it a paying sacrifice.

[9] 11 Kt-Kt4 leads to complications, in which, however, White with some efforts retains the Pawn. 11 Kt-Kt4, B × Kt; 12, B × B, P-K6; 13 B-B3, P × BPch; 14 K-Bsq, O-O-O; 15 P-B3, Q-Q6ch; 16 B-K2, Q-B4; 17 P-Q4, and White should be able to defend himself.

[10] This is a good attack. If White plays 15 P-Kt3, Black continues Q × RP with good effect. White's other move 15 K-Q2, B × P, leads to a draw, *i.e.* B × P; 16 P × B, P-K6ch; 17 KB2, B-B4ch; 18 B-Q3, Kt-Kt5ch, and draws by perpetual check.

[11] If White plays 10 Kt × P Black continues P-B3; 11 Kt-B3, B-R3; 12 B-Kt3, Q-Kt3; 13 PQR3, Kt-Q6ch. White may also play: 10 B × P, and Steinitz continues as follows: B-R3; 11 B-R4, Kt-KB3; 12 B-Kt3ch, K-Q3; 13 Q-K3, P-QB4; 14 P-Q3, Kt-B3 with a good game.

[12] If White plays 11 Kt × P, Black continues B-R3 with advantage.

[13] If Kt × P, Q-Q2 answers well.

[14] Black here should maintain his superiority, if, for instance, White plays 14 Q × Pch, K-Q2; 15 P × Kt, B × P; 16 Q-Q4ch, K-B2 with advantage, or if 14 P × P dis. ch. Kt(B6)-Q4; 15 P-B3, Q-Kt3; 16 P × Kt, Q-Q5 with advantage.

[15] Black's defence, P-QKt4, is the best, for, as may be seen, in any other line of play White should obtain a good game.

[16] White has now a good game, and if Black replies Q-Q2; 15 O-O, K-K2; 16 B-Kt5ch, K-Ksq; 17 P-K6, Q-Q3; 18 B×Kt, P×B; 19 Q-B5 with a winning attack.

[17] The continuation might be as follows: Q-B2; 15 O-O, R-B1; 16 KR-K1, R-B4; 17 Q-R5, K-Q2; 18 B-Q3, B×B; 19 B×Rch with advantage, as Black must play K-Q1. If in this Variation on the 17th move Black should endeavour to escape by playing K-B3, White would continue 18 Q×RPch, K-B2 (!); 19 B×Ktch P×B (!); 20 B×B, R×B; 21 Q-R7ch, K-K3 (!); 22 Kt-Kt5, Q-Kt1; 23 K-B1, and wins.

THE GIUOCO PIANO.

1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 B-B4, B-B4.

THIS is an ideal opening for a player understanding the active principle of development ; the line of play most frequently adopted is given in Variations I., II. and III., of which it may fairly be said they belong to the class of close openings, in which after several moves each player stands on his merit, and, moreover, there are no traps which a player may fall into. It happens sometimes that if Black delays his K's side development, White by castling Q's side and advancing in the centre may gain an advantage. If Black castles first, White without castling may initiate an attack on K's side. In Variation IV. we illustrate the normal play in this opening. In Variations V. and VI., "The Max Lange," another interesting form of attack is given ; in both cases the Defence prevails. In Variation VII. we give an ingenious line of play which should be committed to memory. Variation VIII. is another form of attack frequently played.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-B4, B-B4.

	I.	II.	III.	IV.
4	P-Q3 (1) / P-Q3			P-B3 / Kt-B3
5	B-K3 / B-Kt-3 (2)			P-Q4 / P × P
6	QKt-Q2 / Kt-B3		QKt-B3 / Kt-B3	P-K5 (3) / P-Q4
7	Kt-B1 / Kt-K2	P-B3 / Kt-K2	O-O / O-O	B-QKt5 / Kt-K5
8	Q-K2 / B-K3	P-KR3 / Kt-Kt3	Kt-K2 / Kt-K2	P × P— / B-K2— or B-Kt3
9	KB × B / P × B	P-Q4 / P × P	Kt-Kt3 / Kt-Kt3	
10	O-O-O— / —	P × P / P-Q4	P-Q4— / Q-K2—	
11		B-Q3 / P × P		
12		Kt P— / OO—		

[1] This is a more substantial continuation than P-QB3.

[2] 5...B × B can, in the present case, be played without great harm. In other cases when the Black's K's Knight is on B3, and the Queen's P unmoved, then B × B can be played by Black with benefit if followed up with P-Q4. This remark applies to several openings where similar opportunities occur, as for instance the 9th game of the Steinitz-Lasker match, which was a Ruy Lopez.

[3] This move, as played in the Steinitz-Lasker match, is better than 6 P × P, B-Kt5ch; 7 B-Q2, B × Bch; 8 QKt × B, Kt × KP, for whether White now plays Kt × Kt or P-Q5, or B × Pch, Black should maintain a small superiority.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4.

	V.	VI.	VII.	VIII.
4	O-O		P-Q3	
	Kt-B3		P-Q3	
5	P-Q4		O-O	P-B3
	B × P	P × P	Kt-B3	Kt-B3
6	Kt × B	P-K5	B-KKt5	P-QKt4
	Kt × Kt	P-Q4	P-KR3	B-Kt3
7	P-B4	P × Kt	B-R4	P-QR4
	P-Q3	P × B	P-KKt4	P-QR3
8	P × P	R-K1ch	B-KKt3	Q-Kt3
	P × P	K-B1	P-KR4	O-O
9	B-KKt5	B-Kt5 (5)	Kt × KtP	B-KKt5
	Q-K2	P × P	P-R5	Q-K2
10	P-B3	B-R6ch	Kt × P	QKt-Q2
	Kt-K3	K-Kt1	P × B	B-K3
11	QB Kt	Kt-B3	Kt × Q	Kt-B1—
	P × B (4)	B-B4 (6)	B-KKt5 (7)	KR-Q1—

[4] Continuation given by the Books : 12 P-QKt4, B-Q2; 13 Kt-Q2, O-O-O, but considering Black's open K'sKt file, we think it imperative for White to simplify the game by playing instead of 12 P-QKt4, B × Kt, B × B; 13 Kt-R3, R-KKt1; 14 Kt-B2 with drawing chances.

[5] If P × Pch, K × P, followed by R-KKt1, without disadvantage to the second player.

[6] If 12 Kt-K4, B-KB1; 13 Q-Q2, B-Kt3; 14 B × B, Q × B; 15 Kt × QP, R-Q1; 16 P-QB3, P-B4; 17 Kt-Kt3, P-KR4—.

[7] As has been demonstrated in voluminous analysis, Black should win if White continues either 12 Kt × Kt or Q × B; Black's superiority is obvious, however, if he plays 12 Q-Q2 or Q-K1. Black plays Kt-Q5; 13 Kt-B3 (to guard against Kt-K7ch), Kt-B6ch; 14 P × Kt, B × P (B6) and wins.

THE EVANS GAMBIT DECLINED.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-B4, B-B4; 4 P-QKt4, B-Kt3.

It is owing to the fact that by the declining of the Evans by 4 B-Kt3 Black obtains a fair game that we do not meet with many specimens of the Evans in public tournaments and matches. The usual way for White to continue is shown in Variations I. and II., where the game assumes an aspect somewhat similar to that presented by the last Variation in the Giuoco Piano. Black is to be preferred, as he has a free development, and the position of White's Pawns on the Q's side is rather unfavourable for the end game. If, however, White attempts to push his attack by playing 5 P-Kt5, we have shown in Variations III. and IV. that Black should be able to defend himself against the attack, which is violent but not lasting, though some modern authorities still think that Black's game is very difficult to defend.

1 P-K4, P-K4; 2 KKt-B3, QKt-B3; 3 B-B4, B-B4; 4 P-QKt4, B-Kt3 (1).

	I.	II.	III.	IV.
5	P-QR4		P-Kt5	
	P-QR3		Kt-R4	
6	P-R5	O-O	Kt × P	
	B-R2	P-Q3	Kt-KR3 (3)	
7	P-Kt5	P-B3	P-Q4	
	P × P	B-Kt5	P-Q3	
8	B × KtP	P-Q3	B × Kt	
	Kt-B3 (2)	Q-B3	P × Kt	P × B
9	O-O	B-K3	B × KtP	B × Pch
	KKt × P	KKt-K2	R-KKt1	K-K2
10	Q-K2	QKt-Q2 –	B × Pch	Q-B3
	Kt-B4	Kt-Kt3 –	K × B	B × P
11	Kt × P		B × P	Kt-B3
	Kt-Q5		B-KKt5	P-B3 –
12	Q-B4 –		Q-Q3 –	
	KKt-K3 –		–	

[1] P-Q4, although a feasible move, is not so favourable for Black. In America many games have been played with a Defence of B × Kt-P; 5 P-B3, B-Q3. If White attempted to carry this position by storm, he would probably compromise his game; but a simple steady development would necessitate Black removing his B from Q3 later on with loss of time.

[2] Also KKt-K2; 9 O-O, O-O; 10 B-Kt2, Kt-Q5; 11 Kt × Kt –, P × Kt –.

[3] If Q-Kt4; 7 B × Pch, K-B1; 8 B × Kt, Q × Kt; 9 B-Q5, P-B3; 10 Q-B3ch, K-K1; 11 Q-B7ch, K-Q1 –.

THE EVANS GAMBIT.

1 P-K4, P-K4 ; 2 KKt-B3, QKt-B3 ; 3 B-B4, B-B4 ; 4 P-QKt4, B × KtP.

It will not be out of place here to throw a strong side-light on modern strategy. If all that has been written concerning the various branches of this Gambit were gathered together, it would form a library of respectable dimensions. Yet what does it all amount to in the present day, when your modern strategist plays 4...B-Kt3, which compels White to turn the game into a slow form of the Giuoco Piano, which is rather in favour of the second player, as shown in our chapter on The Evans Gambit Declined? All the beautiful variations of this intricate and interesting Gambit, together with all the newest improvements shown by enthusiastic amateur analysts, must then be consigned to the regions of vain regrets for missing opportunities. Many a player adopts the Ruy Lopez, simply in fear of entering on a Gambit which is sure to be declined. We have endeavoured to give the most interesting variations in this *début*: we begin 5...B-R4, 6 O-O, and Black replies in Variations I., II., and III., 6...Kt-B3. In Variation IV. we discuss the new defence of 6...P-Q3, but in Variations V. and VI. Black takes the BP, thus producing what is known as the compromised Defence. The remaining 4 Variations illustrate the play arising from 5...B-B4: in Variation VII., White adopts the famous move 9Kt-QB3, the favourite continuation of Tchigorin ; Variations VIII. and IX. treat of the familiar attack, 9 B-Kt2 ; and X. is devoted to 9 P-QR4.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B × KtP.; 5 P-B3, B-R4 (1).

	I.	II.	III.	IV.
6	O-O			
	Kt-B3			P-Q3
7	P-Q4			P-Q4
	O-O			B-Q2
8	P × P		Kt × KP	P × P
	KKt × P		Kt × KP	P × P (4)
9	B-QR3	B-Q5	B-Q5	Q-Kt3
	P-Q3	Kt-B4 (2)	Kt × Kt	Q-K2 (5)
10	Q-B2	Kt-Kt5	B × Kt	B-R3
	Kt-B4	P-KR3	Kt-Kt3	Q-B3
11	B × Kt	Kt × P	Q-R5	R-Q1
	P × B	R × Kt	B-Kt3	R-Q1
12	QKt-Q2	B × Rch	B-Kt5	R-Q5
	R-Kt1	K × B	Q-K1	B-Kt3
13	QR-Q1	Q-Q5ch	Kt-Q2	QKt-Q2
	Q-K2	Kt-K3	Q-K3	B-K3 (6)
14	KR-K1	P-KB4	P-KB4	R × Rch
	P-QKt4—	B-Kt3ch (3)	P-KB-4—	Kt × R (7)

[1] There is no pronounced difference between 5...B-R4 and 5...B-B4.

[2] If 9...Kt × BP; 10 Kt × Kt, B × Kt; 11 Kt-Kt5 (threatening Q-B2); B × R; 12 Q-R5, P-KR3; 13 Kt × P, R × Kt; 14 B × Rch, K-B1 (as otherwise B × RP wins); 15 B-R3ch, P-Q3; 16 B-Kt3, Q-K2; 17 P × P, P × P; 18 B × P and wins.

[3] Continued 15 K-R1, K-Kt1; 16 P-B5, Q-B1; 17 Kt-Q2, Q-B4, and Black has a defensible game.

[4] If 8...Kt × P; 9 Kt × Kt, P × Kt; 10 Q-Kt3 or B-R3 with advantage.

[5] We think this is better than Q-B3 at once.

[6] Better than 13...Kt-R4; 14 Q-Kt4, P-B4; 15 R × BP, etc.

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B×KtP; 5 P-B3.

	V.	VI.	VII.	VIII.
5	B-R4		B-B4	
6	P-Q4		O-O	
	P×P		P-Q3 (11)	
7	O-O		P-Q4	
	P×P		P×P	
8	Q-Kt3		P×P	
	Q-B3		B-Kt3	
9	P-K5		Kt-QB3	B-Kt2
	Q Kt3		B-K Kt5 (12)	Kt-R4 (17)
10	Kt×P		B-QKt5 (13)	P-Q5
	K Kt-K2 (8)		K-B1 (14)	Kt-K2
11	B-R3	R-Q1	B-K3	B-Q3 (18)
	O-O	P-Kt4	K Kt-K2	O-O
12	QR-Q1	Kt×P	P-QR4	Kt-QB3
	P-Kt4	R-Q Kt1	P-QR3 (15)	P-QB4
13	Kt×P	B-Q3	B-QB4	Kt-K2—
	R-Kt1 (9)	Q-Kt5 (10)	P-KR3 (16)	P-B3—

[7] Continued 15 B×B, Kt×B; 16 Kt-B4, and White has a good game.

[8] 10...B×Kt is not favourable for Black.

[9] Continued 14 B-Q3, Q-R4 (if Q-K3; 15 B×Pch, etc.); 15 Q-R4, B-Kt3; 16 KR-K1 with a good attack.

[10] Or 13...Q-K3; 14 Q-R4, P-QR3; 15 Q×B! P×Kt, 16 Q×BP—. Continued 14 P-KR3, Q-Kt5; 15 Q×Q, B×Q; 16 Kt×Pch, K-Q1; 17 Kt-QKt5 with a fair game.

[11] 6...Kt-B3 is not so good on account of 7 P-Q4, P×P; 8 P×P, B-Kt3; 9 P-K5.—

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B × KtP; 5 P-B3, B-B4; 6 O-O, P-Q3; 7 P-Q4, P × P; 8 P × P, B-Kt3.

	IX.	X.
9	B-Kt2	P-QR4
	Kt-R4	B-Kt5
10	P-Q5	B-QKt5
	Kt-K2	B × Kt
11	B-Q3	P × B
	O-O	P-QR3
12	Kt-B3	B × Ktch
	Kt-Kt3	P × B
13	Kt-K2	P-R5
	P-KB3	B-R2
14	KKt-Q4	Kt-B3—
	R-B2 (19)	Kt-K2—

[12] In a game Tchigorin v. Steinitz, the latter played 9...Kt-R4; 10 B-KKt5, P-KB3; 11 B-B4, Kt × B, 12 Q-R4ch, Q-Q2; 13 Q × Kt, Q-B2; 14 Kt-Q5, P-KKt4; 15 B-Kt3, B-K3; 16 Q-R4ch, B-Q2; 17 Q-R3, R-B1; 18 KR-K1—.

[13] The Fraser-Mortimer attack is 10 Q-R4, B-Q2; 11 Q-Kt3, Kt-QR4; 12 B × Pch, K-B1; 13 Q-B2, K × B; 14 P-K5, K-B1; 15 R-K1, Kt-QB3, etc.

[14] Preferable to 10...B-Q2.

[15] Better than 12...P-QR4, as it will assist an advance by P-QKt4 later on.

[16] To prevent 14 B × BP, K × B; 15 Kt-Kt5ch, etc. Continued 14 R-Kt1, Kt R4; 15 B-R2, P-QB3, and Black has a fair defence.

[17] Or 9...Kt-B3; 10 P-Q5, Kt-K2, etc.

[18] 11 B × KtP is not good as KR-Kt1; 12 B-Q4, Kt × B; 13 Q-R4ch, Q-Q2; 14 Q × Kt, R × Pch! 15 K-R1! Q-R6; 16 QKt-Q2, Kt-Kt3; 17 R-KKt1, Kt-R5 with advantage.

[19] Continued 15 K-R1, P-QB4; 16 Kt-K6, Q-K1; 17 P-B4, B × Kt; 18 P × B, R-B2; 19 B-B3, P-B5; 20 B-B2-R-Q1. White has a better chance than in the previous variation.

THE KING'S BISHOP'S OPENING.

1 P-K4, P-K4; 2 B-B4, Kt-KB3.

THE players who resort to this game take the earliest opportunity of turning it into a Giuoco Piano. There is no particular point in 2 B-B4, except that it is a non-committing move. Black's move 2 Kt-KB3 is undoubtedly best. White's most attacking move would seem to be 3 P-KB4, but the reply 3 P-Q4 produces a variation of the King's Gambit Declined, which is not very favourable to the attack, as shown in Variation I. Note (2). White's move, 3 P-Q4, also leads to an indecisive line of play, as in Variation II. In Variation III. 3 Kt-QB3 and 3 Q-K2 in Variation IV. produce no improvement on former lines of play. The Bishop's game may be summed up by saying that it possesses a few of the features, according to White's play, of several openings. In this *début*, however, the Defence has greater freedom than the second player would have in the various openings into which the play drifts as a rule.

1 P-K4, P-K4 ; 2 B-B4, Kt-KB3 (1).

	I.	II.	III.	IV.
3	P-Q3 (2) B-B4	P-Q4 P × P	Kt-QB3 Kt × P	Q-K2 Kt-QB3
4	Kt-QB3 P-Q3	P-K5 (4) P-Q4	Kt × Kt P-Q4	P-QB3 B-B4
5	Kt-R4 QKt-Q2	B-Kt3 Kt-K5	B × P Q × B	P-B4 B × Kt
6	Kt-K2 P-B3	Kt-K2 B-QB4	Kt-QB3— Q-R4—	R × B O-O
7	O-O B-Kt5 (3)	P-KB3 Kt-Kt4		P-Q3 P-Q4
8	QKt-B3 O-O	Kt × P Kt-K3		B × P Kt × B
9	P-KR3— Kt-Kt3—			P × Kt P × P
10				B × P R-K1—

[1] This is best.

[2] If 3 P-B4, PQ4 ; 4 P × QP, P × BP ; 5 P-Q4, B-KKt5 ; 6 Kt-KB3, Kt × P ; or if White plays 3 KKt-B3, the position is the same as in the Petroff Defence, brought about by 1 P-K4, P-K4 ; 2 KKt-B3, KKt-B3 ; 3 B-B4, and will be found in the analysis under that heading.

[3] In order to preserve his B, which of course proves White should either have taken the B, or not wasted time in playing Kt-R4.

[4] P-QB3 may also be played here.

THE CENTRE GAMBIT.

1 P-K4, P-K4; 2 P-Q4, P×P; 3 Q×P, Kt-QB3.

This opening is only another illustration of the fact that whenever the Queen moves early in the game, as occurs here (as well as in the Scotch Gambit), the Defence may derive a benefit in development, as the Queen in the middle of the board forms a prominent object of attack for Black's minor pieces.

The best Defence, as given in Variations I., II., is 4 P-KKt3. We do not think that Black need fear a K's side attack; on the contrary, if White O-O-O, Black is in a more favourable position to forestall him with a Q's side attack. Black's Defence 4 Kt-KB3 also holds good against White's continuation of 5 QKt-B3 or 5 B-Q3, as shown in Variation III., where Black later on, by such moves as R-K1 and P-Q4, obtains an advantage; but against White's move 5 BK2, as shown in Variation IV., Black's Defence of 4 Kt-KB3 is less satisfactory.

1 P-K4, P-K4; 2 P-Q4, P×P; 3 Q×P, Kt-QB3.

	I.	II.	III.	IV.
4	Q-K3	Kt-B3		
	P-KKt3			
5	QKt-B3	B-Q2	Kt-QB3	B-K2 (4)
	B-Kt2	P-KKt3 (1)	B-QKt5	P-Q3
6	B-Q2	Kt-QB3	B-Q2	P-KB4
	Kt-B3	B-Kt2	O-O	B-K2
7	O-O-O	O-O-O	O-O-O	Kt-KB3
	O-O	P-Q3 (2)	R-K1	O-O
8	B-K2	Kt-Q5	P-KB3 (3)	Kt-B3
	R-K1	B-K3	P-Q4	Kt-K1
9	P-B3	Kt×Kt	Q-B4	O-O
	P-Q4–	B×Kt	B-Q3–	B-K3
10		P-KB4–		P-B5
		–		B-B1
11				Kt-Q5–
				Kt-K4

[1] B-Kt5 may also be played here; if then White continues 6 P-K5, O-O; or if 6 P-B3, B-R4; or if 6 QKt-B3, O-O, and then we have the line of play to be seen in the next Variation.

[2] The position is now the same as in Variation I.

[3] If White plays here 8 B-QB4, B×Kt; 9 B×B, Kt×P; 10 Q-B4, Kt-Kt4; 11 Kt-B3, Kt-K3; 12 Q-Kt3, P-B3 13Kt-R4–.

[4] This is the best, as it is essential to prevent the Black's Kt playing to K-Kt5, if instead 5 P-K5, Kt-KKt5; 6 Q-K4, P-Q4; 7 P×Pen pass. ch, B-K3; 8 P×P, Q-Q8ch; 9 K×Q, Kt×Pch, and Black obtains a splendid development.

THE DANISH GAMBIT.

1 P-K4, P-K4; 2 P-Q4, P × P; 3 P-QB3, P × P.

THIS opening is not nearly as reliable as the Scotch Gambit, from which it is an offshoot.

In Variations I., II., III., it is shown that if Black does not take the third Pawn on Q'sKt2, but plays 4 Kt-KB3, then White has no compensation for the sacrifice of the Pawn, and Black should remain with the better game. Should, however, Black take the third Pawn, as in Variation IV., we believe White should win. This one variation suffices to show on what lines the attack ought to be conducted.

1 P-K4, P-K4 ; 2 P-Q4, P×P ; 3 P-QB3, P×P.

	I.	II.	III.	IV.
4	B-QB4 (1)			
	Kt-KB3			P×P
5	Kt×P (2)		P-K5	QB×P
	B-Kt5		P-Q4	Kt-KB3
6	Kt-K2	B×Pch	Kt×P (3)	Kt-QB3
	O-O	K×B	P×B	Kt-B3
7	P-K5	Q-Kt3ch	Q×Qch	Kt-B3
	Kt-K5	P-Q4	K×Q	B-Kt5
8	O-O	Q×B	P×Kt	Q-B2
	Kt×Kt	Kt×P	P×P	P-Q3
9	P×Kt	KKt-K2	B-B4	O-O-O
	B-B4	R-K1	B-KB4—	B×Kt
10	Kt-Kt3	O-O		Q×B
	Q-R5	K-Kt1—		B-K3
11	Q-K2			P-K5—
	P-Q3—			

[1] If Kt×P Black must not play KKt-B3, but either B-Kt5 or QKt-B3.

[2] Q-Kt3 is met by Q-K2 ; 6 Kt×P, Kt-B3, etc.

[3] If B-Kt3, P-B7 ; 7 Q×P, Kt-K5.

[4] If B-Kt5 ; 7 Kt-K2, Kt×P ; 8 O-O, Kt×Kt ; 9 Kt×Kt, B×Kt ; 10 B×B, Q-Kt4 ; 11 R-K1ch—, K-Q1.

THE KING'S GAMBIT DECLINED.

1 P-K4, P-K4 ; 2 P-KB4.

We do not believe in declining the Gambit except by anticipating it with a close Defence, such as the French or Sicilian. The most customary move of declining the Gambit is by 2...B-B4 ; White, however, obtains a good development with a chance of a K's side attack after he has played P-KB5. Variation I. should prove very useful, as it illustrates a position often occurring, and shows that Black's move Kt-Q5 need not always be feared. Variation II. shows how Black may obtain a good outlet for his pieces on the Queen's side. In Variation III. Black plays 2...Kt-KB3. To those desiring perfect safety this move should prove useful, particularly in connection with Black's fourth move Kt-Kt4, the invention of Mr. Barbour of Philadelphia. Variation IV. is one deserving of more attention than we could give it, and we believe that the 2...P-Q4 Defence is strongest in connection with 3...P × P. No doubt White can vary his play on the 4th move, as for instance 4 KKt-B3 ; but then Black by such moves as KKt-B3 and B-Q3 may obtain a steady game. Variation V. ought likewise to be well known by most players, as it contains a trap which has claimed many victims. Variations VI., VII. and VIII. show the result of Black's move 3...P-K5. In the first White continues 4 B-Kt5ch, and interesting play results. In Variation VII. the continuation 4 Kt-QB3 leads to an even game, and in Variation VIII. the result is more in favour of Black.

1 P-K4, P-K4; 2 P-KB4.

	I.	II.	III.	IV.
2	B-B4		Kt-KB3	P-Q4
3	Kt-KB3		P × P (8)	P × QP
	P-Q3		Kt × P	P × P
4	B-B4 (1)		Kt-KB3	B-Kt5ch
	Kt-KB3 (2)		Kt-Kt4 (9)	P-B3
5	P-Q3	O-O	P-Q4	Q-K2ch
	B-KKt5 (3)	Kt-B3	Kt × Ktch	B-K2
6	Kt-B3	P-QR3	Q × Kt	P × P
	Kt-B3	P-B5	Q-R5ch	P × P
7	P-KR3 (4)	P-QKt4	Q-B2	B-B4
	B × Kt	B-Kt3	Q × Q	Kt-B3
8	Q × B	B-Kt2	K × Q	KKt-B3
	Kt-Q5 (5)	Q-K2	Kt-B3	B-KKt5
9	Q-Kt3	P-Kt5	P-B3—	P-Q3
	Kt × Pch	Kt-Q1	P-Q3—	O-O
10	K-Q1	QKt-Q2		O-O
	Kt × R	B-K3—		B-B4ch
11	Q × P	(7)		K R1
	R-KB1			R-K1—
12	P × P			
	P × P (6)			

[1] Or 4 Kt-QB3, Kt-QB3, 5 B-Kt5.

[2] If 4...Kt-QB3; 5 P-B3, Kt-B3; 6 Q-K2, O-O—.

[3] As a rule it is not advantageous to pin the K's Kt, for after White plays P-KR3 the Bishop cannot retire to R4 in this opening, and must, therefore, take the Kt, which brings the White Q well into play.

[4] The same position may also be arrived at by transposition of the foregoing moves.

[5] 8...P × P followed by Kt-K4 is better play.

1 P-K4, P-K4; 2 P-KB4, P-Q4; 3 P×QP.

	V.	VI.	VII.	VIII.
3	Q×P	P-K5		
	Kt-QB3	B-Kt5ch (12)	Kt-QB3	
4	Q-K3	P-B3	Kt-KB3	
	Kt-B3	P×P	P-Q3	Q-K2
5	P×Pch(10)	P×P	B-QKt5	B-Q3
	K-B2	B-B4	B-Q2	P-Q3
6	B-K2 (11)	Kt-B3	P-K6	O-O
	P-Q4	P-Q4	B×P	P×P
7	Kt-KB3	QKt-Q2	O-O	Kt×KP
	B-Kt5ch	Kt-K2	KKt-K2	Kt×Kt
8	P-B3	Kt-Kt3	R-K1	R-K1
	R-K1	B-Kt3	B-Q2	Q-B3
9	Q-Q3	B-R3	B×Kt	P-KB4–
	B-QB4—	QKt-B3	B×B	
10	O-O—	B-QKt5	Kt×P—	
		O-O		
11		B×QKt		
		P×B—		
12		KKt-Q4—		

[6] Continued 13 R-KB1, B-K2; 14 B-KKt5, Kt-R4; 15 B×Pch, K-Q2; 16 Q×KP, K-B1; 17 B-K6ch, K-Kt1; 18 R×R, Q×R; 19 B×B, Q-B8ch; 20 K-Q2, Q-B4ch; 21 Q×Q, Kt×Q; 22 B-KKt4—.

[7] Black must always be careful not to allow White to accumulate a K's side attack, of which there is always danger after White's move P-KB5.

[8] If 3 QKt-B3 the position is transposed into the Vienna Game.

[9] This move equalises the game.

[10] 5...P-K5 leads to an even game.

[11] White threatened here B-Kt5ch followed by R-K1. Black could also adopt 6...B-Q2.

[12] 4 P-QB4 would not be good play.

THE KING'S BISHOP'S GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 B-B4.

THIS Gambit is difficult both for the attack and the defence. Considered as a Gambit, we think the attack has more chances than in many variations of the ordinary King's Gambit. The play, as will be seen soon, becomes very complicated, and mainly resolves itself into a struggle for position, as shown in Variations I. and II. There is also in Variations III. and IV. illustrated the immediate attack on the Q by 6 Kt-KB3; 7 P-KR4; 8 K-B2, but we think Variations I. and II. deserve preference.

In Variations V. to VIII. Black retains the QP, by not playing P-Q4. This defence, although believed to be inferior, nevertheless leads to very interesting complications. MacDonnell's attack is illustrated in Variation VIII.

1 P-K4, P-K4 ; 2 P-KB4, P × P ; 3 B-B4, P-Q4(1) ; 4 B × P, Q-R5ch ; 5 K-B1, P-KKt4.

	I.	II.	III.	IV.
6	Kt-QB3		Kt-KB3	
	B-Kt2		Q-R4	
7	P-Q4		P-KR4	
	Kt-K2		B-Kt2 (2)	
8	Kt-B3		K-B2	
	Q-R4		P-Kt5	
9	P-KR4		Kt-Kt5	
	P-KR3		P-Kt6ch	
10	K-Kt1	P-K5	K-K1	
	Q-Kt3	O-O	Q × Qch	
11	B-QB4	B-K4	K × Q	
	B-Kt5	P-QB4	QKt-B3	
12	QKt-Kt5	Kt-K2	B × Pch (3)	P-B3
	Kt-R3	QKt-B3	K-K2	B-Kt5ch
13	B-Q3—	K-Kt1	B-R5	K-B2
	Q-Kt3—	Kt × QP	Kt-B3	Kt-Q1
14		P × P	B-B3	P-Q4
		Kt × KKtch	P-KR3	P-KB3
15		B × Kt	Kt-R3	Kt-KR3
		Q × P	B × Kt	B × Kt
16		B × BP—	R × B	R × B—
			Kt-Q5 (4)	

[1] This is best. The old-fashioned Counter Gambit was P-KB4. Black may also play 3 Kt-KB3 ; 4 Kt-QB3, B-Kt5 ; 5 P-K5, P-Q4 ; 6 B-Kt5ch, KKt-Q2 ; 7 Kt × P, B-QR4 ; 8 P-QKt4, P-QB3 ; 9 P × B, Kt × KP ; 10 Kt × P, Q-Q5 ; 11 B-R3, Q × Kt ; 12 P-KKt3, Q-K5ch ; 13 Q-K2—, Q × Qch—.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 B-B4, Q-R5ch; 4 K-B1, P-KKt4.

	V.	VI.	VII.	VIII.
5	KKt-B3			QKt-B3
	Q-R4			B-Kt2
6	P-KR4			P-KKt3
	B-Kt2			P×P
7	P-Q4			K-Kt2
	P-KR3			Q-R3
8	Kt-B3			P×P
	P-Q3	Kt-K2 (9)		Q-Kt3
9	P-K5 (5)	K-Kt1		P-Q4
	P×P (6)	Q-Kt3	P-Kt5	Kt-K2
10	Kt-Q5 (7)	P-K5	Kt-R2	Kt-B3
	K-Q1	P-Q3	Q×P	P-KR3
11	P×KP	Kt-Kt5	P-K5	R-B1
	B-Q2	Kt-R3	Kt-Kt3	OO
12	K-Kt1	P-R5	Kt×P	Kt-K5
	Q-Kt3	Q-B4	Q-Q1	B×Kt
13	P×P	P×P	B-Q3—	P×B
	P×P	P-QB3		QKt-B3
14	R×R	Q-K2—		R-B6
	B×R (8)			Q-Kt2 (10)

[2] If 7...P-KR3; 8 B×Pch, Q×B; 9 Kt-K5, Q-Kt2; 10 Q-R5ch, K-K2; 11 Kt-Kt6ch, K-Q1; 12 Kt×R, Q×Kt; 13 P×P, Kt-QB3; 14 P-B3, B-K3; 15 P-Q4, B-B5ch; 16 K-K1, Q-R2; 17 Q-B3, K-Q2; 18 B×P, etc.

[3] If 12 Kt×BP, Kt-Q5; 13 Kt-R3, P-B6!

[4] Continued 17 R-R1, Kt×B; 18 P×Kt, Kt×P; 19 R-K1, K-Q2; 20 R×Kt, P-Kt7; 21 R-K1, B-Q5; 22 P-Q3, KR-KB1; 23 Kt-B3, B-B7; 24 Kt-K2, B×R; 25 K×B, QR-K1; and wins.

[5] If 9 Kt-Q5, K-Q1.

[6] B-Q2 may also be played here; if Black play P-Kt5, 10Kt-K1, P×P; 11 Kt-Q5, K-Q1; 12 P×P, B-Q2; 13 P-K6, etc.

[7] White may safely play 10 Kt×KP.

[8] Continued 15 Kt×KKtP, Q×Kt; 16 B×P, Q-B4; 17 P-K6, P×P; 18 Kt×P, Q-B4ch; 19 K-R1, Q×B; 20 Q-Q6, P-K4; 21 Kt×R, Q×B; 22 Q×Ktch, K—K2; 23 Q×Kt, Q-R5ch, and draws by perpetual ch.

[9] This position may be arrived at by a transposition of moves, *i.e.*, 5QKt. B3, B-Kt2; 6P-Q4, Kt-K2; 7 Kt-B3, Q-R4; 8 P-KR4 P-KR3.

[10] Continued 15 Q-R5, K-R2; 16 B-K3, Kt×P; 17 QR-KB1, P-Q3; 18 B-K2, B-K3.

THE CUNNINGHAM GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, B-K2; 4 B-B4, B-R5ch.

THIS Gambit is reduced to the very sober proportions of an ordinary Gambit Declined by White's move 5 K-BSq. If Black then attempts to hold the Pawn, as shown in Variation I., White should obtain an advantage. Black's best course is to surrender the Pawn by 5 P-Q4, as shown in Variation II.; but even here White, with careful play, should ultimately obtain an advantage, as the K'sBP cannot be defended for any length of time. Variations III. and IV. are devoted to the attack arising from White playing 5 P-KKt3 and 6 O-O, and, as will be seen, White's attack, though it may be greatly varied, can always be met by Black in a satisfactory manner.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, B-K2; 4 B-B4, B-R5ch.

	I.	II.	III.	IV.
5	K-B1 (1)		P-KKt3	
	B-B3 (2)	P-Q4	P×P	
6	P-Q4	B×P	O-O	
	P-KKt4	Kt-KB3	P×Pch	
7	P-KR4	Kt-B3	K-R1	
	P-KR3	O-O	P-Q4	B-B3 (5)
8	P-K5	P-Q4	B×P	Kt-K5
	B-Kt2	P-B3	Kt-KB3	P-Q4 (6)
9	P×P	B-Kt3	B×BPch	B×P
	P×P	B-Kt5	K×B	B×Kt
10	R×R	QB×P	Kt×B	Q-R5
	B×R	Kt-R4	R-B1	Q-Q3
11	Q-Q3 (3)	Q-Q2	P-Q4	Q×Pch
	B-Kt2	B×Kt	K-Kt1	K-Q1
12	Q-R7	P×B	B-Kt5	P-Q4
	K-B1	K-R1	Kt×P	B-B3 (7)
13	Q-R5	R-KKt1–	B×Q	P-K5
	Kt-R3		R×Rch	Q-Q2(!)
14	Kt×P–		Q×R	P×B
			Kt-Kt6ch	Q×Q
15			K×P	B×Q
			Kt×Qch–(4)	Kt×P–

[1] This is safest, though P-KKt3 leads to a more interesting game.

[2] If Kt-KR3 then 6 P-Q4, Kt-Kt5; 7 Q-K2, Kt-B7; 8 Kt×B, Kt×R; 9 Kt-KB3, Kt-Kt6ch; P×Kt, P×P–.

[3] The position will be readily recognised as similar to the third Variation of the King's Knight's Gambit, but the position is far more favourable to the attack, as White is a move ahead.

[4] Continued 16 K-Kt1, Kt-K6; 17 Kt-R3, Kt-B3.

[5] If Kt-KR3; 8 P-Q4, P-Q4; 9 B×Kt, P×KB; 10 Kt-K5, P×B; 11 Kt×KBP, Q-K2; 12 Kt×R, Q×Pch; 13 K×P, B-Kt5; 14 Kt-B3, Q-K3; 15 Q-Q2, B-Kt4—.

[6] If B×Kt, 9 Q-R5, Q-K2; 10 R×P, Q-B4; 11 R-B8ch, K-K2; 12 P-Q4, Q×P; 13 B-Kt5ch, K-Q3; 14 Kt-Q2, Kt-KB3; 15 B×Kt, R×R; 16 P-B3, Q-B4; 17 Kt-Kt3, and wins.

[7] If B×P White obtains an overwhelming attack by 13 B-Kt5ch, Kt-K2; 14 Kt-B3, P-B3; 15 QR-Q1, etc.

THE KING'S KNIGHT'S GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4.

PROPERLY speaking, these moves only form the prelude to one of the many particular lines of play which branch from this opening. The Gambit proper is however undeservedly neglected. Very interesting play may arise by such steady tactics as are given in Variation I., when, in spite of the fact that Black has retained the Gambit Pawn, we should be inclined to favour White's game.

There is also another way of proceeding somewhat similar to the play in Variation I. by White O-O-O, and then directing an attack on the King's side.

Variation II. shows, when White attempts to push on a hasty attack, that he will most likely fail.

In Variation III. we give a good example of the attack arising from White's play of 5 P-KR4, followed by an exchange of Rooks, and by his playing Q-Q3, as well as P-K5, with a view to playing Q-R7, etc. Neither in Variation III. or IV. does White succeed to our satisfaction in establishing a sound position.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 B-B4, B-Kt2.

	I.	II.	III.	IV
5	O-O		P-KR4	
	P-Q3		P-KR3	
6	P-Q4		P-Q4	
	P-KR3		P-Q3	
7	P-B3		Q-Q3	Kt-B3
	Q-K2		Kt-QB3	P-QB3
8	Kt-R3	P-K5	P×P	P×P
	P-R3	P×P	P×P	P×P
9	Kt-B2	Kt×KP	R×R	R×R
	B-K3	B×Kt	B×R	B×R
10	B-Q3	R-K1	P-K5	Kt-K5
	Kt-KB3	B-K3	B-Kt2	P×Kt
11	P-QKt3	B×B	Kt-B3 (2)	Q-R5
	QKt-Q2	P×B	Kt-R3	Q-B3
12	P-KR3	R×B	P×P	P×P
	Kt-Kt3	Kt-QB3	P×P	Q-Kt2
13	P-B4	R-K1	Kt-Q5	P-K6
	Kt-R4	O-O-O	K-B1 (3)	Kt-B3
14	R-K1	Q-Kt4	P-QB3 (4)	P×Pch
	Kt-Kt6 (1)	R-K1–	B-B4	K-K2
15			Q-B1	Q-K2
			P-Kt5– (5)	B-Kt5–

[1] Though Black has a Pawn, White has a very good game. Black's Knight on Kt6 is not likely to do much harm, whereas White by such moves as B-R3 and P-B5 or P-K5 may continue an advance which promises well.

[2] If Q-R7, K-B1; 8 Q-R5, Kt-KR3; 9 Kt×P, B-Kt5–.

[3] To avoid the possibility of Kt × KtP and Kt-B7ch in some Variations.

[4] If White attempts to continue the attack by sacrificing the piece, Black has a valid defence, *i.e.* 14 Kt × KtP, Q × Kt ; 15 B × P, Q-R5ch ; 16 P Kt3, Q-R8ch ; 17 K-Q2, Q-Kt7ch—.

[5] White may either play 16 Kt-Kt1, Q-R5ch ; 17 K-Q1, or he may again attempt to obtain an attack by 16 B × P, P × Kt ; 17 Q × P, B-Kt3 ; 18 O-O-O, but it hardly seems likely that this sacrifice should succeed any more than in the previous case.

THE SALVIO GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5; 5 Kt-K5, Q-R5ch; 6 K-B1.

THE four Variations of the Salvio, or, correctly speaking, the Salvio Cochrane Gambit, prove that White does not do well to avoid the sacrifice of the Knight by playing 5 Kt-K5; it therefore follows that in the King's Gambit White must either play 4 P-KR4, leading to the interesting Thorold-Algaier Variation, which is most popular in England, or he must submit to giving up the K's Knight by O-O, which gives the old form of the Muzio, or by playing 5 P-Q4, a new form of the same opening.

Variations I. and II. are good Defences to the above Gambit, but Variations III. and IV. are likewise in favour of Black.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5; 5 Kt-K5 (1), Q-R5ch; 6 K-B1.

	I.	II.	III.	IV.
6	P-B6		Kt-KR3	Kt-QB3
	Kt×P(B7)(2)	P-Q4	P-Q4	B×Pch
7	Kt-KB3	P×Pch	P-B6 (3)	K-K2
	Kt×R	K×P	B-KB4 (4)	Kt×Ktch
8	Kt×P	Q-R6ch	P×Pch	QP×Kt
	Q-K1	K-Kt1	K×P	B×Kt
9	P×Pch	Kt-KR3	P-Q3	R×B
	K×P	Q-Q3	Kt-Q3	Q-K1
10	Q-R6ch	Q×Q	B-Kt2	P-Kt6
	K-Kt1	P×Q	Kt-B2	P-Q3
11	B-B4ch—	P-Q3		P-B6
		B×Kt		P-KR3
12		B×B		P-B7
		Kt×BP		Q-Kt4ch (5)
13		B-K6ch—		K-K1
				Q-B4
14				R-Kt3—

[1] This move constitutes the Salvio Gambit.

[2] If 7 B×Pch, KK2; 8 P×P, P-Q3; 9 B×Kt, R×B; 10 Kt×P, B×Kt; 11 P×B, R×P; 12 P-Q3, Q-R6ch; 13 K-K1, R-Kt7, and wins; or if 7 B×Pch, K-K2; 8 B-B4, P×Pch; 9 K×P, KKt-B3; 10 P-Q3, P-Q3; 11 Kt-B7, R-Kt1—.

[3] Better than P-Q3; 8 Kt-Q3, P-B6; 9 P-KKt3, as now the Black Queen must return to K2, as Q-R6 is bad; 10 K-K1, Q-Kt7; 11 Kt-B2 followed by B-B1. In this Variation the Queen can only venture to occupy Kt7 when the White Kt cannot play to B2 to defend the R.

[4] If P-KKt3 Black may play Q-R6ch; 9 K-B2, Q-Kt7ch; 10 K-K3, P-KB4; 11 Kt-B3, P-B3; 12 B-Q3, P-Q3; 13 Kt-B4, P×P; 14 Kt×P, Kt-B4ch; 15 K-B4, B-R3ch; 16 Kt-Kt5, O-O, and wins.

[5] If Q-K3 then B×P; 14 R×B, Q×R; 15 P×Q, P-Kt7ch, etc.

THE MUZIO GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5.

We could very easily, and in an interesting manner, fill up this little volume with a treatise on the Muzio Gambit, and even then, perhaps, we should not have said the last word. For our own part, we should just as soon play this Gambit as any other. It is probably owing to the fact that it is optional with Black whether he plays 4...P-Kt5, or directs the game into the tame channel of an ordinary King's Gambit by playing 4...B-Kt2, which influences most first players to play 4 P-KR4, whereby they can mould the game after their own liking. We have selected what we consider the four most representative Variations.

Variation I., after 5 O-O, P × Kt; 6 Q × P, Q-B3, White continues 7 P-K5, Q × P. Variation II. is a sub-variation of this on 12th move. Variation III. shows when Black refuses on the 7th move to take the Pawn, and plays Q-B4 instead. Variation IV. shows the danger which Black is exposed to by White's tricky continuation of P-Q4, and also shows how it can be avoided.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5.

	I.	II.	III.	IV.
5	O-O			P-Q4
	P × Kt			P × Kt
6	Q × P			O-O (6)
	Q-B3			P-Q4 (7)
7	P-K5			B × QP
	Q × P		Q-B4	B-KKt5
8	P-Q3 (1)		P-Q4	P × P
	B-R3		B-R3	B-R6
9	Kt-B3		Kt-B3	R-B2
	Kt-K2		QKt-B3 (5)	P-QB3
10	B-Q2		Kt-K2	B-Kt3
	QKt-B3 (2)		KKt-K2	B-R3 –
11	QR-K1		B-Q3	
	Q-KB4 (3)		Q-K3	
12	R-K4	Kt-Q5	P-B3	
	O-O	K-Q1	Kt-Kt3	
13	QB × P	B-B3	Q-R5	
	B-Kt2	R-K1	B-Kt2	
14	Q-K2	Kt-B6	B × P	
	P-Q4	R-B1	O-O	
15	QB × P	P-KKt4	Kt-Kt3	
	Q-Kt4 –	Q-Kt3	QKt-K2 –	
16		P-KR4		
		P-Q4 (4)		

[1] Morphy's attack consists of 8 B × Pch, K × B; 9 P-Q4. If Black now takes the P, White will continue with B-K3, and will obtain a very powerful attack, which, curiously enough, is almost invincible, when White has given odds of the Q's Kt, as then his Q-R comes into effect.

Black has a much better defence than 9...Q×Pch by 9...Q-KB4, in which case White will not be able to obtain an equivalent for his sacrifices.

[2] If 10...P-QB3; 11 QR-Ksq, Q-B4ch; 12 K-Rsq, P-Q4; 13 Q-R5, Q-Q3; 14 B×QP, P×B; 15 Kt×P, Kt-B3; 16 B-B3, Q-Kt3; 17 Q×Q, BP×Q; 18 B×R, K-B2; 19 Kt×P, B×Kt; 20 R×Bch, B-B4—.

[3] Better than 11...Q-B4ch; 12 K-Rsq, etc.

[4] Continued 17 B×P, B×P; 18 Q×B, Q×Qch; 19 Kt×Q, R-KKt1; 20 B-B3, P-B4; 21 B-B6, K-Q2; 22 P-Q4, P×Kt—.

[5] If 9...Kt-K2; 10 Kt-K4, B-Kt2; 11 B-Q3, Q-K3; 12 B×P, Kt-Kt3; 13 Kt-Kt5, Q-K2; 14 B-K3, O-O; 15 Q-R5, P-KR3; 16 Kt×P, R×Kt; 17 Q×Kt, and wins.

[6] The moves can be transposed by 5 O-O, P×Kt; 6 P-Q4.

[7] Better than 6...P×P, or P-B7ch, if 6...P×P; 7 B×Pch, with a winning attack.

THE ALGAIER-KIESERITZKY GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5; 5 Kt-K5.

At one time this used to be the favourite Gambit. The late Dr. Zukertort did a great deal to combat the attack of this opening, and in the Vienna tournament of 1882 he administered the *coup de grace* by defeating Steinitz. This particular line of play will be found in Variation I. In Variation II. Black adopts the alternate move of 7 B-Q3. White here in vain sacrifices a piece for an attack which does not last. In Variation III. White plays 9 B-Kt5ch and wins the exchange, which Black voluntarily surrenders for the sake of a successful attack. In Variation IV., instead of going in for the exchange, White tries another expedient by 9 K-B2, with, however, no more satisfactory result than in the previous case. In Variation V. Black adopts Paulsen's Defence 5 B-Kt2. Very often the play arising from this move is by a transposition, as in the 5 KKt-B3 Defence. White emerges with an equal game, as also in Variation VI., where he alters his tactics on the 9th move and plays B×P. In Variation VII. we give a simple Defence of 5 P-Q4, to which we cannot see any valid objection. This is combined with the 6 P-B6 attack, which Black also adopts in Variation VIII., which formerly used to be considered the principal Defence to this opening. In either case the Defence fares well.

1 P-K4, P-K4; 2 P-KB4, P×P; 3 KKt-B3, P-KKt4; 4 P-KR4 (1), P-Kt5; 5 Kt-K5 (2), KKt-B3; 6 B-B4 (3), P-Q4; 7 P×P.

	I.	II.	III.	IV.
7	B-Kt2	B-Q3		
8	QKt-B3	P-Q4		
	O-O	Kt-R4		
9	P-Q4	Kt-QB3 (6)	B-Kt5ch	K-B2
	Kt-R4	Q-K2	P-QB3	Kt-Kt6
10	Kt-K2	B-Kt5ch	P×P	R-K1
	P-QB4	P-B3	P×P	Q×RP
11	P-B3	P×P	Kt×QBP	Kt-KB3disch
	P×P	P×P	Kt×Kt	Kt-K5ch
12	P×P	Kt-Q5	B×Ktch	K-Kt1
	Kt-Q2	Q-K3	K-B1	Q-B7ch
13	Kt×Kt(4)	O-O	B×R	K-R1
	B×Kt—(5)	P×B	Kt-Kt6	P-KB4
14		Kt×BP(B5)	K-B2(7)	Q-Q2
		Kt×Kt	Kt×Rch	K-Q1
15		B×Kt—	Q×Kt	Q×Q
		Kt-Q2—	P-Kt6ch—(8)	Kt×Qch—

[1] This move is one of the most reliable attacking moves in any of the King's Gambits.

[2] This is Kieseritzky's move, and White here is not obliged to sacrifice the Knight, as in the Algaier.

[3] 6 Kt×KtP is not good, as Black plays Kt×P; 7 P-Q3, Kt-Kt6; 8 B×P, Kt×R; 9 Q-K2ch, Q-K2; 10 Kt-B6ch, K-Q1; 11 B×Pch, K×B; 12 Kt-Q5ch, K-Q1; 13 Kt×Q, B×Kt; 14 Q-Kt4, P-Q3; 15 Q-B4, R-Kt1; 16 Q×BP, R-B1; 17 Q×P, Kt-Kt6; 18 B-K2, B-B4, and Black should win.

[4] If Kt×KtP, Black wins a piece by Kt-Kt3.

1 P-K4, P-K4 ; 2 P-KB4, P × P ; 3 Kt-KB3, P-KKt4 ; 4 P-KR4, P-Kt5 ; 5 Kt-K5.

	V.	VI.	VII.	VIII.
5	B-Kt2		P-Q4	P-KR4
6	P-Q4		P-Q4 (12)	B-B4
	Kt-KB3		P-B6	R-R2
7	B-B4		KtP × P	P-Q4
	P-Q4		B-K2	P-Q3 (13)
8	P × P		B-K3	Kt-Q3 (14)
	O-O		B × Pch	P-B6
9	O-O	QB × P	K-Q2	P × P
	P-B4	Kt × P	B-B3	B-K2
10	P B3	B × Kt (10)	P-KB4	B-K3
	P × P	Q × B	P × P	B × Pch
11	P × P	O-O	Kt-QB3	K-Q2
	Kt × P	P-QB4 (11)	B × Kt	P × P
12	Kt-QB3 (9)	Kt-QB3	P × B	Q × P
	Kt × Kt	Q × Pch	B-B4—	B-Kt5 (15)
13	P × Kt	Q × Q		
	B × Kt	P × Q		
14	P × B—	Kt-Q5—		
	Q × Q—	Kt-B3—		

[5] This is the celebrated game between Steinitz (White) and Zukertort (Black) played at the Vienna Congress, 1882, since which time this opening has not been adopted by first-class players. Continued as follows: 14 Q-Q3, R-B1 ; 15 Kt × P, R-K1ch ; 16 K-Q1, P-Kt4 (!) ; 17 Kt × Kt, P × B ; 18 Q-QR3, B × P ; 19 B-Q2, Q-Kt3 ; 20 B-B3, R-K6, and Black won.

[6] If 9 O-O, Q × RP ; 10 Q-Ksq, Q × Q ; 11 R × Q, O-O—.

[7] If 14 R-R2, B-KB4; B-Q5, K-Kt2; 16 Kt-B3, R-K1ch; 17 K-B2 (if 17 K-Q2, Q-K2; 18 Q-Kt1, B-Kt5; 19 B-B4, Q-K7ch; 20 B×Q, R-Bch, 21 K-Q1, B×P mate). 17 . . . Kt-K5ch; 18 Kt×Kt, P-Kt6ch; 19 Kt×P, P×Ktch wins.

[8] Continued 16 K-K1, Q-K2ch; 17 K-Q1, B-Kt5ch; 18 B-B3, B×Bch; 19 P×B, R-Kt1—.

[9] If 12 B×Kt, Q×B; 13 Kt-QB3, Q-Q1—.

[10] In a game between Thornton and Steinitz, White here played B-KKt, 3 Kt-K6; 11 Q-K2, Q×QP; 12 P-B3, Q-Kt3; 13 B-Kt3, B-K3; 14 Kt-Q2, etc.

[11] If Kt-QB3; 12 P-B3, Kt×Kt; 13 P×Kt, Q-Kt4; 14 Q-Q2— B×P—.

[12] If White plays 6 P×P, then Q-K2 or B-K2, or if 6 Kt×KtP, P×KP—.

[13] If Black plays P-B6, 8 P×P, P-Q3; 9 Kt-Q3, B-K2, etc.

[14] Or 8 Kt×BP, R×Kt; 9 B×Rch, K×B; 10 B×P, but Black should maintain his advantage by B-R3; 11 O-O, K-Kt2, etc.

[15] Continued 13 Q-B4, Kt-Q2; 14 Kt-B3, Kt-Kt3; 15 B-Kt3, R Kt2.

THE ALGAIER GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5; 5 Kt-Kt5, P-KR3; 6 Kt × P, K × Kt.

THE continuation of 7 B-B4ch in this Gambit has made room in England for the move 7 P-Q4, which leads to more interesting and enduring attacks. In reply to 7 B-B4ch, P-Q4; 8 B × Pch, the Black K can go either to Kt2 or K1. White's move 7 Q × P is worse than the preceding one, though inexperienced players are very liable to take to it. Variation IV. is a complete refutation of that line of play.

1 P-K4, P-K4 ; 2 P-KB4, P×P ; 3 Kt-KB3, P-KKt4 ; 4 P-KR4, P-Kt5 ; 5 Kt-Kt5, P-KR3 ; 6 Kt×P, K×Kt.

	I.	II.	III.	IV.
7	B-B4ch			Q×P
	P-Q4			Kt-KB3
8	B×Pch			Q×BP
	K-K1		K-Kt2	B-Q3
9	P-Q4		B×P	B-B4ch
	Kt-KB3	P-B6	B×B (2)	K-Kt2
10	Kt-B3	P×P	Q×Pch	Q-B2
	B-Kt5	B-K2	K-B2	R-B1
11	B×BP	B-K3	Q-R5ch	O-O
	Kt×B	B×Pch	K-K2(!)	Kt-Kt5
12	P×Kt	K-Q2	Q-K5ch	Q-Q4ch
	B×Ktch	P-KR4	K-Q2	B-K4
13	P×B	Kt-B3	Q×R	Q-Q5
	Q×P	P-B3	Kt-KB3	R×Rch
14	Q-K2ch		P-QKt3 (3)	K×R
	K-B2		B×P	Q-B3ch (4)
15	O-O		B-Kt2	
	K-Kt3 (1)		B-K2 ×	

[1] Continued 16 B-K5, R-Kt1 ; 17 Q-Q3ch, K-R4 ; 18 R-B5ch, and wins.

[2] If 9...P-B6 ; 10 B×B, Q×B ; 11 P×P, B-Q3; 12 R-Kt1, P-Kt6 ; 13 P-Q4, Q-R6 ; 14 P-K5, B-K2 ; 15 B-K3, Kt-QB3 ; 16 Q-K2, R-QKt1 ; 17 P-QKt3, B×RP ; 18 Kt-QB3, KKt-K2 ; 19 O-O-O—.

[3] If 14 P-Q3 then B-Kt5ch, and Black wins the Q equally if 14 QKt-B3, Q-K2 followed by B-Kt2 ; finally if 14 P-K5, B×P ; 15 R-R2, P-B6 ; 16 Q×Kt, Q×Q ; 17 P×Q, B-B4, and wins.

[4] Continued 15 K-K1, Q-B7ch; 16 K-Q1, Q-Kt8ch; 17 K-K2, Q×Pch; 18 K-Q1, Q-B6ch ; 19 B-Q2, Q-R8ch, and wins.

THE ALGAIER-THOROLD GAMBIT.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-K5; 5 Kt-Kt5, P-KR3; 6 Kt × P, K × Kt; 7 P-Q4.

WHITE'S seventh move forms Mr. Thorold's innovation on the Algaier Gambit. It is, we believe, played more often in England than any other Gambit. It is a beautiful game, and the attack has very large scope in the hands of an attacking player. Black's recognised Defence is 7...P-Q4, but P-B6, as given in Variation VII., may also be played with a prospect of a fair Defence. 7...P-Q3, as shown in Variation VIII. in connection with Black's 8th move K-Kt3, is a Defence, we believe, advocated by the late Dr. Zukertort, but we do not think it an improvement on the P-Q4 Defence.

Of the latter we give six Variations. Variations V. and VI. differ from their predecessors, inasmuch as after 8 B × P Black does not play P × P, but replies with Kt-KB3, a Defence recommended by Mr. Freeborough, which we think is as good as P × P. If 8...P × P; 9 B-B4ch, K-Kt2 White has several continuations at his disposal: 10 B-K5ch, as given in Variations I. and II.; 10 O-O, as given in Variation III.; and 10 Kt-B3, as given in Variation IV.

Speaking of the sacrifice of the piece by White, generally, we may say that the result will depend greatly on the style of play and the capacity of the first player. If he be of an imaginative turn of mind, and of an attacking style, he will probably succeed in carrying through the attack successfully. If, however, White is a player of the mathematical order, we should as little recommend him to adopt this opening as we should recommend an imaginative player to play a French Defence. In both cases the parties would be out of their elements.

1 P-K4, P-K4; 2 P-KB4, P × P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5; 5 Kt-Kt5, P-KR3 (1); 6 Kt × P, K × Kt; 7 P-Q4 (2), P-Q4 (!); 8 QB × P, P × P; 9 B-B4ch, K-Kt2.

	I.	II.	III.	IV.
10	B-K5ch		O-O	Kt-B3
	Kt-KB3		Kt-KB3	QKt-B3 (8)
11	O-O	Kt-B3	Q-Q2	Q-Q2
	B-K2	Kt-B3	Kt-B3	B-Q3
12	Kt-B3	Q-K2	Kt-B3	O-O-O
	Kt-B3	Kt × B	B-Q3 (6)	B × B
13	R-B4 (3	P × Kt	Kt-K2	Q × B
	Kt × B (4)	Kt-R4	B × B (7)	Kt-B3
14		Q × KP		P-Q5
		Q-K1		Kt-K2
15		O-O-O		P-Q6
		P-B3		Kt-Kt3
16		KR-B1		Q-B2
		B-K3 (5)		P × P (9)

1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-K5; 5 Kt-Kt5, P-KR3; 6 Kt×P, K×Kt.

	V.	VI.	VII.	VIII.
7	P-Q4			
	P-Q4		P-B6	P-Q3
8	QB×P		P×P	B-B4ch
	Kt-KB3		B-K2	K-Kt3
9	Kt-B3		B-B4ch	B×P
	P-B3 (10)		P-Q4	Kt-KB3
10	P-K5		B×Pch	Q-Q3
	Kt-R4	Kt-K5	K-K1	Q-K1
11	B-Q3	Kt×Kt	O-O	Kt-B3
	Kt×B	P×Kt	P-Kt6	Kt-B3
12	O-O	B-B4ch	P-KB4	P-R5ch
	K-Kt2	K-Kt2	P-KR4	K-Kt2 (13)
13	R×Kt	O-O	P-B5	O-O-O
	Q×P (11)	Kt-Q2	Kt-KB3	Kt-Q1
14	R-B6	Q-Q2	Kt-B3	QR-KB1
	P-Kt6	Q-K1	Kt-Kt5 (12)	P-B3
15	Q-B3—	B-Kt5, and wins		P-K5
				Kt×RP (14)

[1] Though P-KR4 can be played in this opening as in the Kieseritzky, P-KR3 is the only interesting Defence worth consideration. P-Q4 is here also played sometimes as follows: 5...P-Q4; 6 P×P, Q×P; 7 Kt-QB3, Q-K4ch; 8 Q-K2, P-KB3; 9 Q×Qch, P×Q; 10 B-B4, Kt-KR3; 11 P-Q4, P×P; 12 Kt-Kt5. Referring again to Black's Defence 5 P-Q4, we must point out to White that any other play than 6 P×P would give him a difficult game, *i.e.* 5... P-Q4; 6 P-Q4 P-KB3; 7 B×P, P-KR3 (!) and White will now be compelled to give up the Kt by 8 Kt-KR3 with but uncertain prospects of obtaining an equivalent for his sacrifice.

[2] This continuation, brought first into prominent notice by the talented player, Mr. Thorold, of Bath, has entirely displaced in England the old-fashioned and weaker continuation of 7B-B4ch.

[3] In a game between Thorold and Dr. Ballard, the former played 13 P-R5, Kt×B; 14 P×Kt, B-B4ch; 15 K-R1, Kt×P; 16 R-B7ch, K-Kt3; 17 Q×Q, R×Q; 18 R×P, B-Kt3; 19 B-B7ch, K-Kt2; 20 R×B, K×B, and won.

[4] Continued 14 P×Kt, Q×Qch; 15 R×Q, B-B4ch; 16 K-R2, Kt-R4; 17 R-B7ch, K-Kt3; 18 Kt×P, and White should win; for if 18...B-Kt3; 19 Kt-Q6 wins; or if 18...R-B1, then QR-KB1 should win. An interesting variation would result from the following line of play: 18 R×P, P-Kt6ch; 19 K-R1, B-Kt3; 20 R-Q6ch, K-B4; 21 R-B7ch, K-Kt5; 22 R-Kt6ch, K×P; 23 Kt×P, R-Qsq (if B-KKt5; 24 R×Bch, K×R; 25 B-K2ch, KR5; 26 R-B5, and wins); 24 B-K2, B-K6; 25 P-K6, B×P; 26 R×B, R-KB1; 27 B×Kt, K×B; 28 Kt×Pch, and wins.

[5] Continued 17 B×B, Q×B; 18 R-B5, Kt-Kt6; 19 Q×Pch, K-R2; 20 Kt-K4, Kt×Kt; 21 Q×Kt, K-Kt1; 22 R-B6, Q-K2; 23 Q-Kt4ch, B-Kt2; 24 R-Q7, and wins.

[6] If Q×Pch; 13 Q×Q, Kt×Q; 14 B-K5—; 12...Kt×P might be played, though the move is inferior to B-Q3.

[7] Continued 14 R×B, Kt-K4; 15 B-Kt3, R-Bsq—.

[8] 10...B-Kt5 is generally a bad move in this opening.

[9] Continued 17 Kt×P, P-Q4; 18 B×P, Kt×B. Black may also play 18... Q-K2; 19 Q×Ktch, Q×Q; 20 Kt×Q, Kt×Kt; 21 KR-B1ch, K-K2; 22 KR-K1, K-B3, and draw; 19 R×Kt, Q×R; 20 Q-B6ch, K-R2; 21 Kt-Kt5ch, P×Kt; 22 P×Pch, and win in 6 moves.

[10] If 9...Kt×P; 10 Kt×Kt, P×Kt; 11 B-B4ch, and the play is similar to that in the previous defences.

[11] If 13...B-K2 or B-K3, White can play R×Pch.

[12] Continued 15 K-Kt2, B×P; 16 B-KB4, QKt-B3; 17 Kt-Kt5, R-R2; 18 Q-Q2, P-R3; 19 Kt×Pch, R×Kt; 20 B×R, Q×B; 21 P-B3, Q-Qsq; 22 QR Ksq, B-Kt4; 23 Q-Q3, P-R5; 24 Q-B3, Kt-B3; 25 B×Ktch, P×B; 26 P-K5, Kt-Q4; 27 Q-R5ch, K-Q2; 28 P-B6, and wins, or if 14...Kt×B; 15 Kt×Kt, P-B3; 16 Kt×B, Q×Kt; 17 B-Kt5—.

[13] 12...Kt×RP as played by Dr. Ballard against Gunsberg would produce 13 R×Kt—.

[14] Continued 16 Kt-K4, P-Q4; 17 Kt-B6, Kt×Kt; 18 P×Ktch, KB2—.

THE VIENNA GAME.

1 P-K4, P-K4 ; 2 Kt-QB3.

This move may of course lead to many interesting Gambit-Variations, but in 2...Kt-KB3, Black has a Defence which makes it unprofitable to continue on Gambit lines. As far as we understand the Vienna game we cannot advise a continuance of play 3 P-KB4, as in every case the Defence seems to derive a balance of advantage. In Variation I. we give at once what is assumed to be White's best play, 5 Q-B3 ; but even then it will be seen that 5...P-KB4, as played by Lasker *v.* Blackburne, is a perfectly safe reply. In Variation II. we give White's continuation of 5 Kt-B3, but the play soon flows into shallow channels. Variation III. contains the move of 4 P-Q3, which in former times was frequently adopted. Variation IV. shows one line of play, and a perfectly sound one, whereby White rightly avoids the consequences of persisting with 3 P-KB4 against Black's Defence 2...Kt-KB3. White may, however, by such moves as 3 Kt B3 or B-B4 turn the game into a Giuoco Piano. In games Gunsberg *v.* Blackburne, the former played 3 P-QR3.

1 P-K4, P-K4; 2 Kt-QB3, Kt-KB3 (1).

	I.	II.	III.	IV.
3	P-B4 (2)			P-KKt3
	P-Q4 (3)			B-QB4
4	BP × P (4)		P-Q3	B-Kt2
	Kt × P		Kt-B3 (10)	O-O
5	Q-B3 (5)	Kt-B3	P × KP	KKt-K2
	P-KB4 (6)	B-KKt5 (9)	QKt × P	P-Q3
6	P-Q3 (7)	P-Q3	P-Q4 (11)	O-O
	Kt × Kt	Kt × Kt	Kt-Kt3	Kt-B3
7	P × Kt	P × Kt	P-K5	P-Q3
	P-Q5	Kt-B3	Kt-K5	Kt-K2
8	B-Kt2	P-Q4—	Kt-KB3	P-Q4 (13)
	B-B4	P-B3—	B-QKt5	P × P
9	O-O-O (8)		B-Q2	Kt × P—
	Kt-B3		B-Kt5 (12)	—
10	Q-Kt3			
	O-O			
11	Kt-B3			
	P-B5			
12	Q-B2			
	B-KKt5			
13	P × P			
	B × Kt—			

[1] This is the best reply: 2...B-B4 leads to play similar to the King's Gambit Declined and is not so good.

[2] By 3 Kt-B3 or B-B4 White may turn the game into Giuoco Piano, and thus avoid the consequences of P-KB4.

[3] If 3...P × P; 4 P-K5!. P-Q3 or Kt-B3 are likewise inferior.

[4] If 4 KP × QP, then we have a position similar to the King's Gambit Declined when Black can play P × BP or Kt × P or P-K5. If 4 Kt-B3, P × KP; 5 KKt × P, B-B4—.

[5] This move has been very much in vogue recently.

[6] This is his best move ; the game may be equalised by 5...Kt × Kt ; 6KtP × Kt!, Q-R5ch ; 7 P-Kt3, Q-K5ch, etc.

[7] If 6 P × P en pas. Kt × P—.

[8] It seems almost hopeless for White to develop on the King's side ; he is therefore better advised to take whatever risk there is in this move.

[9] Or 5...Kt-QB3 ; 6 B-Kt5, B-K2, 7 O-O, O-O ; 8 Q-K1, Kt-Kt4 ; 9 B × Kt, P × B ; or 5...BK2 ; 6 Q-K2, Kt × Kt ; 7 KtP × Kt, O-O ; 8 Q-B2, etc.

[10] Or 4...P-Q5 ; 5 P × P, Kt-Kt5 ; 6 QKt-K2, Kt × KP ; 7 P-B3, P-QB4—. Or ...4 B-QKt5 ; 5 P × KP... Kt × P ; 6 P × Kt, Q-R5ch ; 7 K-K2, B × Kt ; 8 P × B, B-Kt5ch ; 9 Kt-B3, P × P ; 10 Q-Q4, B-R4 ; 11 K-K3, B × Kt ; 12 P × B, Q-K8ch ; 13 K-B4, Q-R5ch ; draw by perpetual ch. ; P × B ; 14 Q × KP, 12 B-Kt5 ch., P-B3 ; 13 P × B.

[11] Or 6 P × P, BQKt5 ; 7 P-Q4, Kt-Kt3 ; 8 B-Kt5ch, B-Q2, etc.

[12] It would not be good to continue 10 Kt × Kt, P × Kt ; 11 B × B, P × Kt ; 12 P × P, Q-R5ch, etc.

[13] If 8...Kt-Q5, KKt × Kt ; 9 P × Kt, P-B4, and this is not so favourable for White.

THE STEINITZ GAMBIT.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P × P; 4 P-Q4, Q-R5ch; 5 K-K2.

THERE will always appear to be a certain halo of romance surrounding this *début*. In this opening the King, contrary to all usage, emerges boldly into the open board, and defies the enemy and all his forces to do their worst against him. The results of the games played by Mr. Steinitz—the inventor of this Gambit—in the 1883 tournament were supposed to be unfavourable to the first player, principally on account of the fact that Black is supposed to be able to obtain a draw by the following line of play: 1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P × P; 4 P-Q4, Q-R5ch; 5 K-K2, P-Q4; 6 P × P, Q-K2ch; 7 K-B2, Q-R5ch. In this position Steinitz played 8 P-KKt3, in order to avoid the draw by perpetual check; but after P × Pch, 9 K-Kt2, Englisch played the excellent move of B-Q3, and White lost. It was therefore assumed that White must take the draw; but analysis seems to throw considerable doubt on this assumption; so much so, that we can only express our surprise that Mr. Steinitz has not put it to the test by an exhaustive series of games. No doubt, however, we shall hear more about this very interesting attack in Part II. of Mr. Steinitz's work whenever that book may see the light of day. The analyst continues as in Variation II. Variation I. contains the

alternative move 7...O-O-O, whereby he gives up a piece. The play here is very interesting and has by no means been exhausted. Variation III., 5...P-QKt3, is a defence which requires careful treatment, as does also 5...P-Q3 given in Variation IV. In addition to the above, we think Black may also play 5...P-KKt4; we however should give the preference to the P-Q4 defence if we made up our mind to accept this Gambit.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P × P; 4 P-Q4, Q-R5ch; 5 K-K2.

	I.	II.	III.	IV.
5	P-Q4		P-QKt3	P-Q3
6	P × P	Q K2ch	Kt-Kt5	Kt-B3
	B-Kt5ch	K-B2	B-R3	B-Kt5
7	Kt-B3	Q-R5ch	P-QR4 (4)	B × P
	O-O-O	P-Kt3	O-O-O (5)	O-O-O (6)
8	P × Kt	P × Pch	Kt-B3	K-K3
	B-QB4	K-Kt2	Q-K2	Q-R4
9	P × Pch	B-Q3	K-B2	B-K2—
	K-Kt1	Q-K1ch	Kt-B3	—
10	Q-K1 (1)	QKt-K2	Kt-Q6ch	
	R-K1ch	P × P	K-Kt1	
11	K-Q2	Q × QP	B × B	
	Q-Q1	Kt-B3	Kt—Kt5ch	
12	Q-B2	Q-Kt3	K-K2	
	R-K6	B-K3	Q × Kt	
13	B-Q3	Q × KtP	P-K5	
	B × P	B-Q3	Q-K2	
14	Kt × B	B-QKt5 (3)	B × P	
	Q × Kt (2)		P-Q3—	

[1] Or 10 Kt-QKt5, Kt-B3; 11 K-Q3(!), B-B4ch; 12 K-B3, Kt-K5ch; 13 K-Kt3; and owing to the fact that Black's Queen is attacked White has nothing to fear from Kt-B7. Again, if Black in answer to 10 Kt-Kt5 replies P-QR3, White has some interesting play at his disposal in 11 P-Kt4, B takes KtP (if B-Kt3, then 12 P-B4 and B5, etc.); 12 P-B3, B-QB4; 13 Q-R4, K takes P; 14 Kt takes P, with the better game.

[2] Continued 15 R-Bsq, Kt-B3; 16 Q×P, Kt-K5ch; 17 Q×Kt, R×Q; 18 Kt×R—, R-Q1.

[3] Continued 15 B Q4, P-KB3; 16 R-QKt1, B×Kt; 17 B×B, Q×RP; 18 R-Kt5, P-QKt3; 19 Q-K2, Q-R3; 20 R-R1, Q-Kt2; 21 P-Q6, P×P; 22 B-K4, Q-Kt1; 23 B×R, Q×B; 24 R×KtP, Q-Q4; 25 R×RP—.

[4] 7 P-QB4 is not so good.

[5] Or 7...P-Kt4; 8 Kt-KB3, Q-R4; 9 K-B2, B×Kt; 10 B×B, Kt-B3.

[6] If 7...B×Ktch; 8 K×B, Kt-B3; 9 B-QKt5, etc.

THE HAMPE-ALGAIER GAMBIT.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P × P; 4 Kt-B3, P-KKt4; 5 P-KR4, P-Kt5; 6 Kt-KKt5, P-KR3; 7 Kt × P, K × Kt.

In its principal features this opening is similar to the Algaier-Thorold Gambit. The attack is stronger, as White's QKt being played out restricts Black's Defence to narrower limits; the only disadvantage, and one that practically is a serious one, to this opening is, that whenever White plays 2 Kt-QB3, Black can obtain a much better game by declining this Gambit with KKt-B3, producing a position in the Vienna opening not favourable to the first player. Variation I. shows this opening developed on Thorold's lines. Variation II. shows the same with Freeborough's Defence Kt-B3 added.

Variation III. is Zukertort's Defence.

Variation IV. will be recognised as applicable to the Algaier, Algaier-Thorold, and this opening, where, however, the Defence is least effective, owing to the fact that White can very quickly bring his QR into play.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P×P; 4 Kt-B3, P-KKt4; 5 P-KR4, P-Kt5; 6 Kt-KKt5, P-KR3; 7 Kt×P, K×Kt.

	I.	II.	III.	IV.
8	P-Q4 (1)			
	P-Q4		P-Q3	P-B6
9	B×P		B-B4ch	B-B4ch
	P×P	Kt-B3	K-Kt3	K-K1
10	B-B4ch	P×P	B×P	P×P
	K-Kt2 (2)	KKt×P (4)	KKt-K2	B-K2
11	O-O (3)	B-B4	P-R5ch	B-K3
	Kt-B3	Kt-K2	K-R2	B×Pch
12	B×P (B2)	O-O	O-O	K-Q2
	Q×B	K-Kt3	B-Kt2	P-Q3
13	R×Kt	B-K5	B-K3	Q-KKt1
	Kt-Q1	R-KKt1 (5)	R-B1	B-B3
14	Q-KB1—	Kt×Kt	Q-Q2	QR-KB1
		Kt×Kt	B-Q2	KKt-K2
15		Q-Q3ch	R×R	P×P
		K-R4	Q×R	Kt-Kt3
16		R-B5ch—	R-KB1	P-Kt5—
			Q-R1 (6)	

[1] If 8 B-B4ch, P-Q4; 9 B×Pch, K-Kt3; 10 P-Q4, KKt-K2; 11 B×P, B-Kt2.

[2] Or ...K-Kt3.

[3] The position is identical with Variation IV. of the Algaier-Thorold, where White plays 11 Q-Q2.

[4] If 10...Q-K1ch; 11 K-B2, P-Kt6ch; 12 K×P, RKt1ch; 13 K-R2, Kt-Kt5ch; 14 K-Kt1.

[5] If 13...B-Kt2; 14 Kt×Kt, and wins; if 13...Kt×Kt; 14 B-B7ch, and wins. If 13...R-Kt1, the position is somewhat similar to the Algaier Gambit.

[6] Continued 17 P-K5 (if B×P, B×Pch!), R-KB1; 18 B-B7, R×B; 19 R×R, K-Kt1—.

THE KING'S BISHOP'S PAWN OPENING.

1 P-KB4.

This form of opening has been brought into a good deal of prominence of late years, mainly by Mr. H. E. Bird, who has played it at almost every opportunity for several years past, sometimes successfully against players of good standing. We cannot say that we believe in the opening, for at best the first player will be at some disadvantage, owing to the difficulty of finding a good place for his Queen's Knight, without having to weaken his King's Pawn. This may be seen in all the variations defended with 3...,P-QB4, and also when Black defends with 1-P-K3. But when the defence of 2...,P-KKt3 is adopted, followed up in the manner illustrated in Variation I., the second player early obtains the better game.

	I.	II.	III.	IV.
1	P-KB4			
	P-Q4		P-K3	P-QB4
2	Kt-KB3		Kt-KB3	P-K3
	P-KKt3(1)	P-QB4	B-K2	P-Q4
3	P-K3	P-K3	P-K3	KKt-B3
	B-Kt2	Kt-QB3	P-QKt3	QKt-B3
4	P-Q4	P-QKt3	B-K2	P-QKt3
	P-QB4	Kt-B3	B-Kt2	P-K3
5	P-B3(2)	B-Kt2	O-O	B-Kt2
	Kt-KB3	P-K3	P-QB4	Kt-B3
6	B-Q3 (3)	P-QR3	P-Q3	B-Q3
	QKt-Q2 (4)	B-K2	Kt-QB3	B-K2
7	O-O	B-Q3	QKt-Q2	Kt-B3
	O-O	P-QR3	Q-QB2	P-QR3
8	Kt-R3	O-O	Kt-K4	O-O
	P-K3	P-QKt4	P-KB4	P-QKt4
9	Kt-B2	Kt-B3	Kt-Kt3	P-QR4
	P-Kt3	B-Kt2	O-O-O	P-Kt5
10	Kt-K5	Q-K1	B-Q2	Kt-K2
	B-Kt2	Q-B2	Kt-KB3	O-O
11	Kt-K1	Kt-Q1	P-QR3	Kt-Kt3
	Kt-K1	R-Q1	P-KR4	Kt-K1
12	QKt-B3—	Kt-K5—	P-QKt4	Q-K2—
	P-KB3—	P-Q5—	P-KR5—	B-Kt2—

[1] This defence has generally proved the most successful in this opening.

[2] If 5 P×P, Q-R4ch; 6 P-B3, Q×BP.

[3] 6 P×P now is not good either, the answer being 6 Kt-K5; 7 P-QKt4, Kt×P (B3).

[4] Or Q-Kt3.

FROM'S GAMBIT.

1 P-KB4, P-K4.

From's Gambit is an offshoot of the King's Bishop's Pawn Opening. The second player, instead of playing on the defensive, begins at once with a counter-attack, commencing with 1...,P-K4. As to the absolute soundness of this counter-attack, it would be rash to express any positive opinion, as it would not be difficult to fill a good-sized volume of analysis on this particular line of interesting attack. One thing is, however, quite clear, and that is, that White's game can be made sufficiently complicated to make it not at all easy for him to find all the correct replies to the many onslaughts that Black will be able to make on the position with the usual limited amount of time at the disposal of players. This may be gathered by perusing the complications arising in Variations II. and III., also in Variation I. we think the second player should obtain the better game.

1 P-KB4, P-K4.

	I.	II.	III.
2	P × P		
	P-Q3		
3	P × P		
	B × P		
4	Kt-KB3		
	P-KKt4(1)	Kt-KR3	
5	P-Q4	P-Q4	P-Q3
	P-Kt5	Kt-Kt5	Kt-Kt5
6	Kt-K5(2)	B-Kt5	P-B3
	B × Kt	P-KB3	Kt-QB3
7	P × B	B-R4	Q-R4
	Q × Qch	P-KKt4	O-O
8	K × Q	P-KR3	B-Kt5
	Kt-QB3	Kt-K6	Q-K1
9	B-B4	Q-Q3	Kt-R3
	B-K3	B-B5	P-QR3
10	P-K3	P-KKt4(3)	Kt-B4
	KKt-K2	Kt-B3(4)	B-QB4
11	B-QKt5	P-B3	P-Q4
	O-O-Och—	Kt-K2	B-K2
12		B-B2	P-KR3—
		QKt-Q4(5)	Kt-B3—

[1] We believe this powerful move to be the invention of Mr. Thorold, late of Bath.

[2] If 6 Kt-Q2, Q-R5ch, etc.

[3] If 10 B-B2, Black should win with 10 B-KB4.

[4] P × B is also good on account of 11 Q-K4ch, Q-K2; 12 Q × B, Kt × Pch; 13 K-Q2, Kt × R; 14 Kt-B3, P-B3; 15 B-Kt2, B-K3; 16 with an even game.

[5] Continued 13 P-QR3, QK2; 14 P-B4, Kt-Kt3; 15 P-Kt3, B-Q2; 16 QKt-Q2, O-O-O—.

THE ENGLISH OPENING.

1 P-QB4, P-K3; 1 P-QB4, P-K4.

THE English Opening, another branch of the Queen's Pawn game, is one of the very soundest of openings, and although somewhat gone out of practice of late, it was, until very recent years, the favourite opening of many leading players when engaged in important competitions. The safest defence to adopt for the second player is 1..., P-K3; or 1..., P-QB4, as shown in Variations I., II., III., and IV. The defence of 1..., P-K4, is inferior, as White may then proceed on the lines of the "Sicilian Defence" with a move ahead. Variations V. and VII. somewhat prove this, although in Variation VIII. it will be seen that if Black play 2..., P-QKt3, followed by B-Kt2, he may succeed in obtaining something like an even position after the first ten or twelve moves.

1 P-QB4.

	I.	II.	III.	IV.
1	P-K3			P-QB4
	P-K3			P-K3
2	Kt-KB3		P-KB4	P-K3
	Kt-KB3		P-QKt3	Kt-QB3
3	P-QKt3	P-Q4	Kt-KB3	Kt-QB3
	B-K2 (1)	P-Q4	Kt-KB3	Kt-KB3
4	B-Kt2	B-K2	P-QKt3	Kt-KB3
	O-O	K1-B3	B-K2	P-Q4
5	P-Q4	O-O	B-Kt2	P-Q4
	P-Q4	B-Q3	P-Q4	P-QR3
6	B-Q3	P-QKt3	B-K2	P-QR3
	Kt-B3	O-O	Kt-B3	B-Q3
7	O-O	P-B4	O-O	B-K2
	P-QKt3	BP × P	O-O	P-Q-Kt3
8	QKt-Q2	KP × P	Kt-K5	P-QKt3
	B-Kt2	P × P	Kt × Kt	B-Kt2
9	P-B4	P × P	P × Kt	O-O
	R-B1	P-QKt3	Kt-Q2	O-O
10	BP × P	B-Kt2	P-QB4	B-Kt2
	KP × P	B-Kt2	P × P	R-B1
11	P × P	Kt-Q2	P × P	R-B1
	B × P—	R-B1 ÷	Q-B2—	Kt-K2—
12	R-B1 —	R-B1 —	P-Q4	B-Q3—

[1] Whenever the Queen's Fianchetto is adopted before P-Q4 has been played, the opponent's King's Bishop should be posted at K2.

[2] This defence is inferior, as White may continue on the lines of the Sicilian defence with a move ahead.

[3] If P-KB4; 10 Kt × Kt, B × Kt; 11 B-B3.

1 P-QB4.

	V.	VI.	VII.	VIII.
1	P-K4 (2)		P-K4	
	Kt-QB3		P-K3	
2	Kt-KB3		Kt-QB3	P-KKt3
	P-KKt3		Kt-QB3	P-QKt3
3	P-Q4		Kt-KB3	B-Kt2
	P × P		P-Q4	B-Kt2
4	Kt × P		P × P	Kt-K2
	B Kt2		P × P	P-Q4
5	P-QB3	B-K3	P-Q4	P × P
	Kt-B3	Kt-B3	B-K3	P × P
6	P-B3	QKt-B3	B-K3	P-Q4
	O-O	O-O	P-B5 (6)	Kt-KB3
7	B-Q3	B-K2	B-K2	P-QB4
	P-Q4	P-Q3	B-QKt5	B-K2
8	Kt × Kt	O-O	O-O	QKt-B3
	P × Kt	B-Q2	B × Kt	P × QP
9	P × P	P-KB3 (3)	P × B	KKt × P
	P × P	R-B1	Q-QR4	O-O
10	O-O	Q-Q2	Q-K1	Kt-B5
	B-Kt2	Q-R4	Kt-B3	B-Kt5
11	Kt-R3	K-R1 (4)	Kt-Kt5	O-O
	Q-Kt3ch—	Q-KR4	O-O—	B × Kt—
12	K-R1	QR-Q1 (5)	Kt × B	P × B—

[4] Or Kt × Kt; 12 B × Kt, B-R6; 13 Q-KR4 with a slight superiority.

[5] If P-B4; 13 B-Kt5, etc.

[6] Although this move is generally bad, it may be made in the present position without danger of being broken up by the usual P-QKt3 and P-QR4.

ZUKERTORT OPENING.

1 Kt-KB3.

ANOTHER branch of the Queen's Pawn game is the so-called Zukertort Opening, named after the illustrious J. H. Zukertort, who played it frequently in the great London International Tournament of 1883. The object of playing first Kt-KB3, before P-Q4, is to enable the first player to play 3 P-QB4 without giving Black the chance of continuing with 3..., P × P, followed by P-K4, or P-QB4, as in the Queen's Gambit. In Variations I., II. and III., we give what we consider the best opening moves for both sides. Variation IV. illustrates the inferiority of defending with 1 P-KB4. And in Variations V., VI., VII. and VIII., the student will perceive that to try to turn a close game into an open one too early results disadvantageously to the player who attempts it.

	I.	II.	III.	IV.
1	Kt-KB3 / P-K3	P-Q4 / P-Q4		P-KB4 / P-Q4
2	P-Q4 / Kt-KB3	P-K3 / P-K3	Kt-KB3 / P-K3	P-K3 / P-QB4
3	P-K3 / P-QKt3	P-B4 / Kt-KB3	B-Kt5 / B-K2	Kt-KB3 / Kt-B3
4	B-K2 / B-Kt2	B-K2 / P-B4	B × Kt / B × B	B-K2 / P-Q5
5	O-O / B-K2	Kt-B3 / O-O	P-K3 / P-K3	P × P / P × P
6	P-B4 / O-O	B-K2 / P-B4	O-O / B-Q3	O-O / P-KKt3
7	Kt-B3 / P-Q4	O-O / Kt-B3	P-B4 / P-B3	P-Q3 / B-Kt2
8	P-QKt3 / P-B4	P-QKt3 / P-QKt3	Kt-B3 / QKt-Q2	QKt-Q2 / O-O
9	B-Kt2 / QKt-Q2	Kt-K5 / B-Kt2	P-QKt3 / R-QB1	Kt-K4 / Kt-K4
10	Kt-Q2 / R-K1	B-Kt2 / R-B1	B-Q2 / B-Kt1	Kt-Q4 / Kt-Kt3
11	B-B3 / Kt-B1	R-B1 / QP × P	R-K1 / P-KR4	Q-B2 / Kt-K1
12	R-B1 – / Q-Q2 –	Kt × Kt – / B × Kt – (1)	P × P / BP × P (2)	P-B4 – / B-B3 –

[1] Continued 13 KtP × P, BP × P; 14 KP × P–.

[2] Continued 13 P-K4, P × P; 14 Kt × P, Kt × Kt; 15 B × Kt, Kt-B3; 16 B × QKtP, B × Pch; 17 K-B1 (if K × B, Q-B2ch), R-QKt1; 18 Q-B3, B-Q3; 19 B-Kt5, B-K2; 20 QR-Q1–.

	V.	VI.	VII.	VIII.
1	Kt-KB3			
	P-Q4			
2	P-Q4			
	Kt-KB3	B-Kt5		
3	P-B4	P-B4	Kt-K5	P-B4
	P-K3	Kt-QB3	B-R4	B × Kt
4	Kt-B3	P-K3	Q-Q3	KtP × B
	P-B3	P-K3	Q-B1 (3)	P × P
5	P-K3	Kt-B3	P-QB4	P-K4
	B-Q3	B-Kt5	P-KB3	P-K4
6	B-Q3	B-Q2	Kt-KB3	P × P
	QKt-Q2	KKt-K2	P-K3	Q × Qch
7	O-O	B-Q3	Kt-B3	K × Q
	O-O	B-KB4	B-Kt3	Kt-QB3
8	P-K4	B × B	Q-Q1	P-B4
	P × KP	Kt × B	P-B3	R-Q1ch
9	Kt × P	P × P	P-K3	B-Q2
	Kt × Kt	P × P	B-Q3	B-B4
10	B × Kt	Q-Kt3	B-Q2	R-Kt1
	P-KR3	B × Kt	Kt-K2	KKt-K2
11	B-B2	B × B	R-B1	B × P
	R-K1	R-QKt1	Kt-Q2	Kt-Kt3
12	R-K1 –	O-O –	Kt-KR4 –	K-B1
	Kt-B1 –	O-O –	P-KB4 (4)	B × P – (5)

[3] If P-QB3; 5 Q-Kt3 followed by Kt-Q2.

[4] Continued 13 P-KKt4, Kt-B3; 14 P-KR3, Kt-K5; 15 B-Q3, BP × P; 16 Kt × B, Kt(K2) × Kt; 17 B × Kt, P × B; 18 Kt × P –.

[5] Continued 13 R-Kt2, B-Kt3; 14 Kt-B3, Kt-Q5; 15 Q-Q5, Kt-B6; 16 Kt × B, Kt × B; 17 R × Kt, RP × Kt; 18 R × Rch, K × R; 19 B × P, Kt × P; 20 K-Q2, R-B1 –.

THE QUEEN'S PAWN OPENING.

1 P-Q4.

THE Queen's Pawn Opening, with its numerous variations, has been played from time immemorial by the leading chess-players of the world. It is more safe, and perhaps slightly more sound than King's Side Openings, and it is owing to this, coupled with the fact that it is difficult for the second player to initiate any early counter-attack, that experts of mediocre talent are often enabled to make a display of strength against better players than themselves. Especially is this the case in tournaments, where the better players cannot afford to risk much, in order to force a win out of what generally turns out to be a drawn position after the players have emerged from the opening. In Variations I., II., III. and IV. we have shown the best mode of treatment when defending the modern form of attack, which has been recently brought into prominence by many strong players. We do not believe that this form of attack ought to succeed against a good defence. Variations V. and VI. deal with the troublesome complications which arise from the moves of 1 P-Q4, P-Q4; 2 B-B4, and Variations VII. and VIII. are devoted to the counter-attack which the second players may adopt by replying to 1 P-Q4 with 1..., P-KB4.

	I.	II.	III.	IV.
1	P-Q4			
	P-Q4			
2	P-K3			
	P-QB4		Kt-KB3	P-K3
3	P-QB3 (1)		B-Q3	B-Q3
	P-K3		P-K3 (2)	B-Q3
4	B-Q3		Kt-Q2	Kt-Q2
	Kt-QB3		P-QB4	Kt-Q2
5	Kt-KB3	P-KB4	P-QB3	P-KB4
	B-Q3	Q-Kt3	Kt-B3	P-KB4
6	QKt-Q2	Kt-Q2	P-KB4	P-B4
	P-K4	P-KKt3	B-K2	P-B3
7	P × KP	QKt-KB3	Kt-R3	P-B5
	Kt × P	B-Kt2	O-O	B-K2
8	Kt × Kt	Kt-K5	Kt-Kt5	KKt-B3
	B × Kt	P-KB3	P-KR3	QKt-B3
9	Kt-B3	Kt × Kt	P-KR4	Kt-K5
	B-B2	KtP × Kt	P × P	Kt-R3
10	O-O	Kt-B3	KP × P	P-QKt4
	Kt-B3	Kt-K2	Q-Q3	P-QR3
11	P-B4	O-O	QKt-B3	Kt-Kt3
	B-K3	O-O	P × Kt	O-O
12	P × P—	Q-K1—	RP × P—	P-QR4—
	B × QP—	P-B5—	Kt-K5	B-Q2

[1] The favourite continuation of many modern experts, but not quite sound.

[2] In this position, the White QBP being still unmoved, Black may also safely continue with B-KKt5.

[3] This form of attack generally proves very troublesome, if not carefully defended.

[4] P × P is bad, as Black then early formulates a strong centre with 3 Kt-QB3, 4 Kt-KB3, P-KB3, followed by P-K4.

	V.	VI.	VII.	VIII.
1	P-Q4			
	P-Q4		P-KB4	
2	B-B4 (3)		P-KKt3	P-QB4
	P-QB4	P-K3	P-Q4	Kt-KB3
3	B × Kt (4)	Kt-KB3	B-Kt2	Kt-QB3
	R × B	Kt-KB3	P-K3	P-K3
4	P × P	P-B4	P-QB4	P-K3
	Q-R4ch	P-B3	P-B3 (5)	P-QKt3
5	Kt-B3	Kt-QB3	Q-Kt3 (6)	Kt-B3
	P-K3	B-Q3	Kt-KB3	B-Kt2
6	P-K4	B-Kt3	P-K3	B-K2
	B × P	O-O	B-Q3	B-Kt5 (9)
7	B-Kt5ch	P-K3	Kt-QB3	B-Q2
	K-B1	B-Kt5	O-O	O-O
8	P × P	B-Q3	Kt-R3 (7)	P-QR3
	Q-Kt3	P × P	Q-K1	B × Kt
9	Q-Q2	B × BP	O-O	B × B
	P-QR3	Kt-Q4	QKt-Q2	Q-K1
10	B-Q3	Q-Kt3	B-Q2	O-O
	B × Pch	B-K2	Kt-K5	Kt-K5
11	Q × B	P-K4	B-K1	R-B1
	Q × KtP	Kt-Kt3	QKt-B3	P-Q3 (10)
12	R-Q1 —	B-Q3 —	P-B3 —	Kt-K1 —
	Q × Ktch —	P-QB4	Kt × Kt (8)	Kt-Q2 —

[5] If P × P, 5 Q-R4ch, etc.

[6] Or 5 QKt-Q2.

[7] 8 Kt-B3 may also be played at this point.

[8] Continued 13 B × Kt, R-Kt1; 14 QR-K1, Q R4; 15 Kt-B2, B-Q2; 16 P-K4 with advantage.

[9] Or B-K2.

[10] To avoid weakening the King's Pawn, Black may play 11 P-QR4, followed by Kt-R3.

THE QUEEN'S GAMBIT DECLINED.

1 P-Q4, P-Q4; 2 P-QB4, P-K3; OR P-B3.

ONE of the important offshoots of the Queen's Pawn Opening is the Queen's Gambit Declined. In every important chess competition, whether set matches or tournaments, this particular form of the Queen's Pawn game is certain to find a place. The play being for a long time merely for position, and not for gain in material, it will depend a good deal upon the judgment of the player whether he obtains the better or worse game. Variations I. to V. are given to illustrate the effect of Black's defence 2..., P-K3, and Variations VI., VII. and VIII., that of 2..., P-QB3. The former and older defence is the safest, although the latter defence may be adopted without great risk, but Black's game will be found to be more difficult to play with the second than with the first plan of defence.

1 P-Q4, P-Q4; 2 P-QB4.

	I.	II.	III.	IV.
2	P-K3			
	P-K3		Kt-QB3	
3	Kt-KB3		Kt-KB3	
	Kt-QB3		B-Kt5	Kt-B3
4	P-B4		B-K2	B-K2
	Kt-B3		Kt-B3	P-K3
5	Kt-B3		QKt-Q2	O-O
	P-QR3	B-K2	P-K3	B-Q3
6	B-K2	B-K2	O-O	P-QB4
	B-Q3	O-O	P-B5	O-O
7	O-O	O-O	Kt-K5	P × QP
	O-O	P-QR3	Kt × Kt	KP × P
8	P-QKt3	P-QKt3	P × Kt	P × P
	P-QKt3	Kt-K5	B × B	B × P
9	B-Kt2	B-Kt2	Q × B	QKt-Q2
	BP × P	Kt × Kt	Kt-Q2	B-Kt3
10	KP × P	B × Kt	Kt-B3	Kt-Kt3
	B-Kt2	P-QKt3	Kt-B4	B-Kt5
11	P × P	Q-Q2	P-QKt3	B-Q2
	P × P—	B-Kt2	P-QKt4	Q-Q3—
12	R-B1—	QP × P—(1)	K1-Q4 (2)	R-B1—

[1] Continued 13 B×P, KR-Q1; 14 Kt-K2, P×P; 15 P×P, Q-Kt2.

[2] Continued 13 Q-Kt1, P-B4; 14 Kt-K5, P-QR4; 15 Kt-B6, Q-Kt4; 16 P-KR4, Q-B3; 17 P×KtP, P-B5—.

1 P-Q4, P-Q4; 2 P-QB4.

	V.	VI.	VII.	VIII.
2	P-K3	P-QB3		
	P-K3	Kt-QB3		
3	Kt-KB3	P-K3		
	Kt-QB3	P-K3		
4	P-B4	Kt-KB3		
	Kt-B3	Kt-KB3		
5	Kt-B3	B-Q3		
	P-QR3	B-Q3		
6	B-K2	O-O	QKt-Q2	
	QP × P	O-O	O-O	
7	P × P	QKt-Q2	P × P	
	Q × Qch	P-QKt3	B × BP	
8	K × Q	P × P	Kt-Kt3	
	B × P	B × BP	B – Q3	B-Kt3
9	B × P	P-K4	QKt-Q4	QKt-Q4
	P-QKt4	Kt-K2	P-K4	B-B2
10	B-Kt3	P × P	Kt × Kt	B-B2
	B-Kt2	QKt × P	P × Kt	P-K4
11	K-K2	Kt-K4	B-B2	Kt-K2
	K-K2 –	B-K2 –	QR-Kt1 –	B-K3
12	B-Q2 –	Kt × Kt –	O-O	Kt-Kt3
				Q-Q2 –
13				Kt-Kt5

THE QUEEN'S GAMBIT.

1 P-Q4, P-Q4; 2 P-QB4, P × P.

FEW experts of the present day ever think of accepting the Queen's Gambit, although the masters of the old school almost invariably did so. It has, however, been found by experience that Black gains no advantage, even if he suffer no disadvantage, by accepting the gambit, as the Gambit Pawn cannot be maintained. There is, however, less risk in accepting this gambit, than either the King's or Evans Gambits, and the monotony of an otherwise close game might frequently be relieved by accepting the attack arising from 2..., P × P. We have demonstrated in Variation I., if Black continue after 3 Kt-B3, with P-QB4, that the second player can easily obtain at least an even game. In Variations II. and III., if White play 3 P-K3, the defence should get rather the better of the opening by adopting the line of play which we have indicated, beginning with 3..., P-K4. And in Variation IV., Black should also have no difficulty in establishing a good defence.

	I.	II.	III.	IV.
1	P-Q4 / P-Q4			
2	P-QB4 / P × P			
3	Kt-KB3 / P-QB4	P-K3 / P-K4		P-K4 / P-K4
4	P-K3 / P × P	B × P / P × P	P × P / Q × Qch	P-Q5 / P-KB4
5	B × P / Kt-QB3 (1)	P × P / Kt-KB3	K × Q / Kt-QB3	B × P / Kt-KB3 (5)
6	P × P / P-K3	Kt-KB3 / B-Q3	B × P (4) / Kt × P	Kt-QB3 / B-Q3
7	B-KB4 / Kt-KB3	O-O / O-O	B-K2 / B-K3	Kt-B3 / P × P
8	Kt-QB3 / P-QR3 (2)	P-KR3 / P-KR3	Kt-QB3 / O-O-Och	Kt-KKt5 / B-KB4
9	R-QB1 / B-K2	Kt-B3 / Kt-B3	K-B2 / Kt-KB3	Q-R4ch / QKt-Q2
10	O-O / O-O	B-K3 / Kt-K2	P-K4 / B-QB4	Kt-K6 / Q-K2
11	Kt-K2 / Kt-Q4	Kt-K1 / P-B3	P-B3 / Kt-B5	O-O / P-QR3
12	B-KKt3 – / B-Q3	P-KKt4 / QKt-Q4 (3)	P-QKt3 / Kt-K6ch –	B-KKt5 – / R-QB1

[1] If P × P, 6 B × Pch, etc.

[2] To prevent 9 Kt-QKt5.

[3] Continued 13 Q-B3, B-K3; 14 B-Q3, Kt-R2; 15 QR-Q1, R-B1; 16 Kt-K2, B-Kt1; 17 Kt-Kt2, Q-B2; 18 B-KB4, Kt × B; 19 Q × Kt (if 19 Kt × B, P-KKt4), Q-Q2; 20 Q-K3, KR-K1 –, etc.

[4] If 6 P-B4, B-K3.

[5] If P × P, Q-R5ch.

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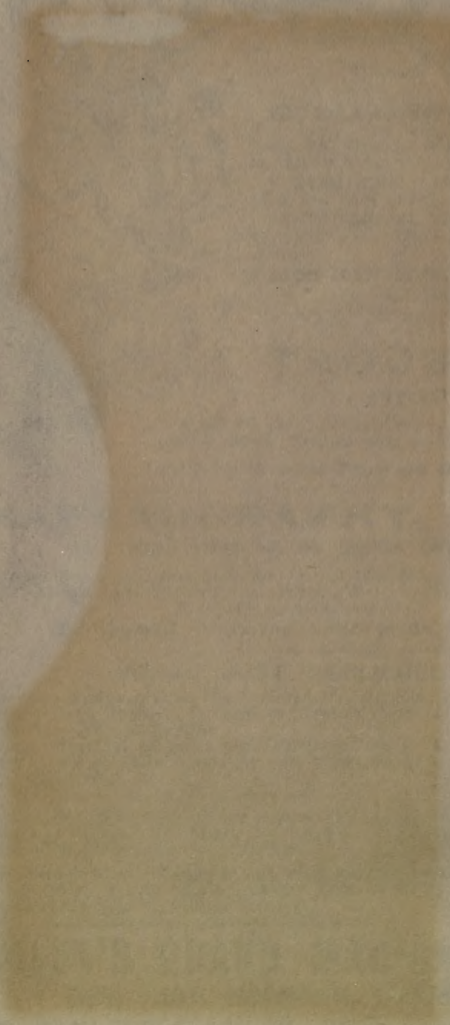

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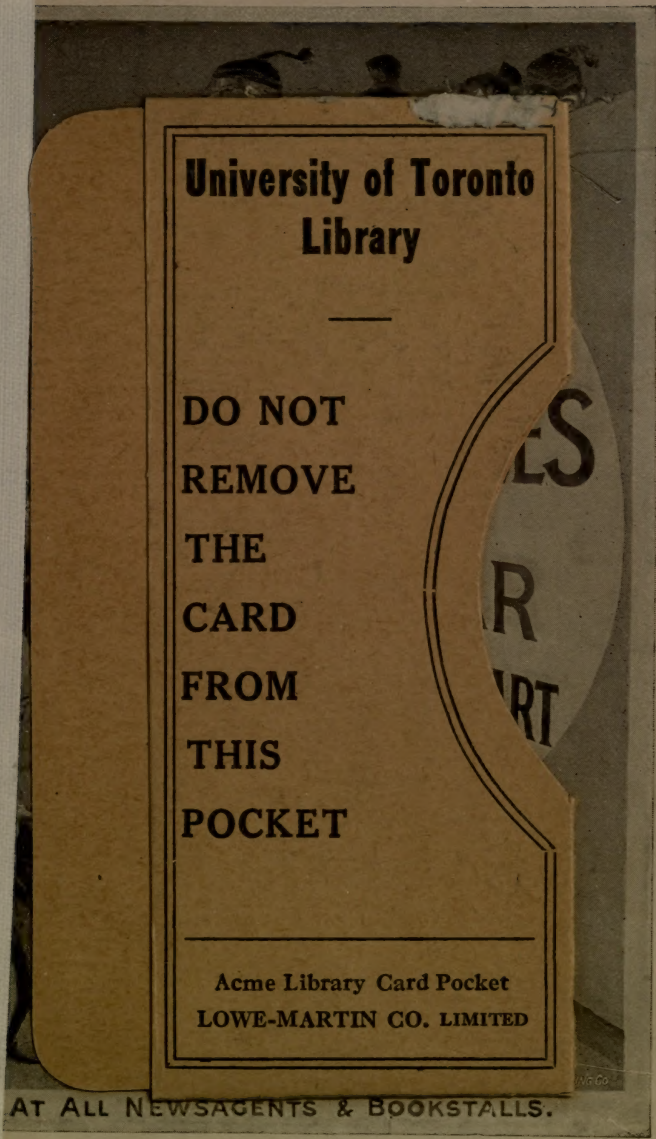
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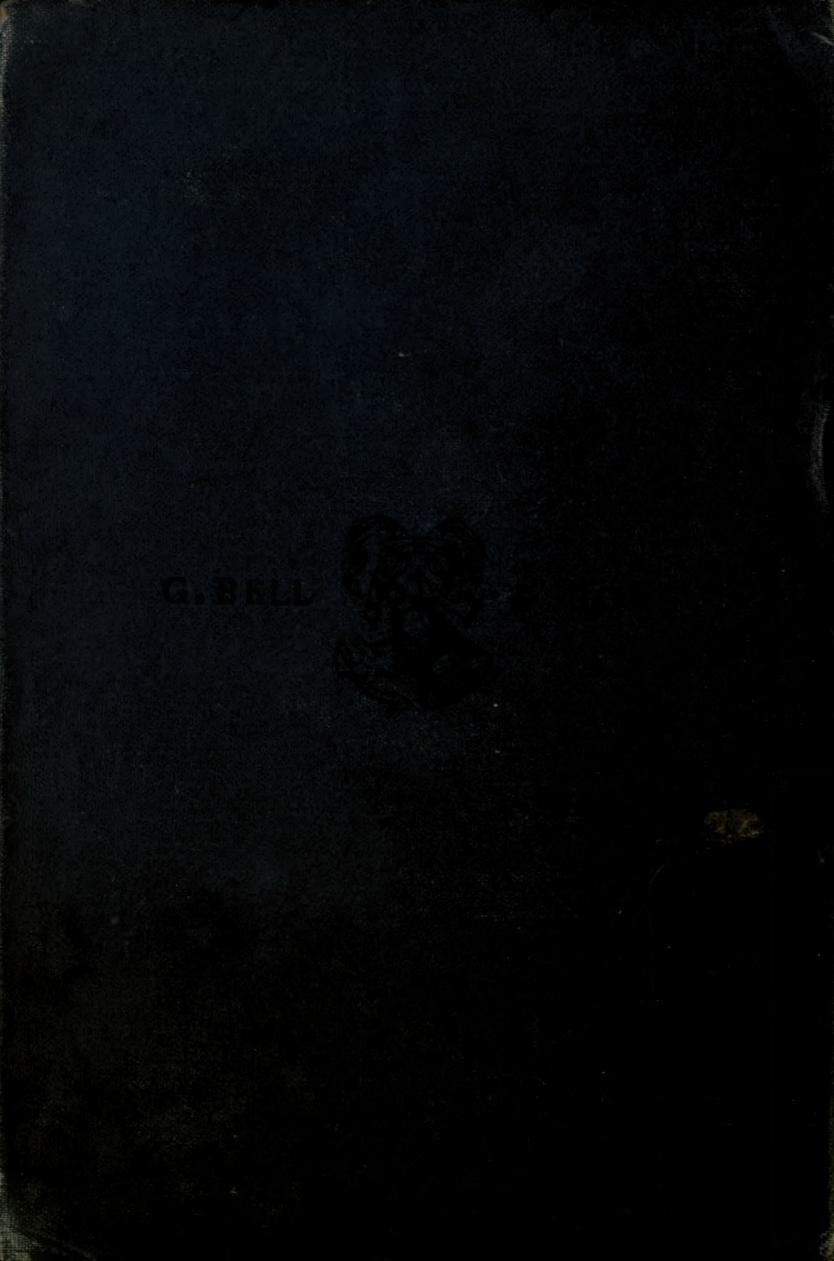
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